

# STEP BY STEP

DRAWING  
COURSES  
for CHIBI  
MANGA FIGURE

**DRAW&CREATE** COMPANION SET:  
presented by TATSU MAKI

BOOK  
**2**



**Turning &  
Twisting**



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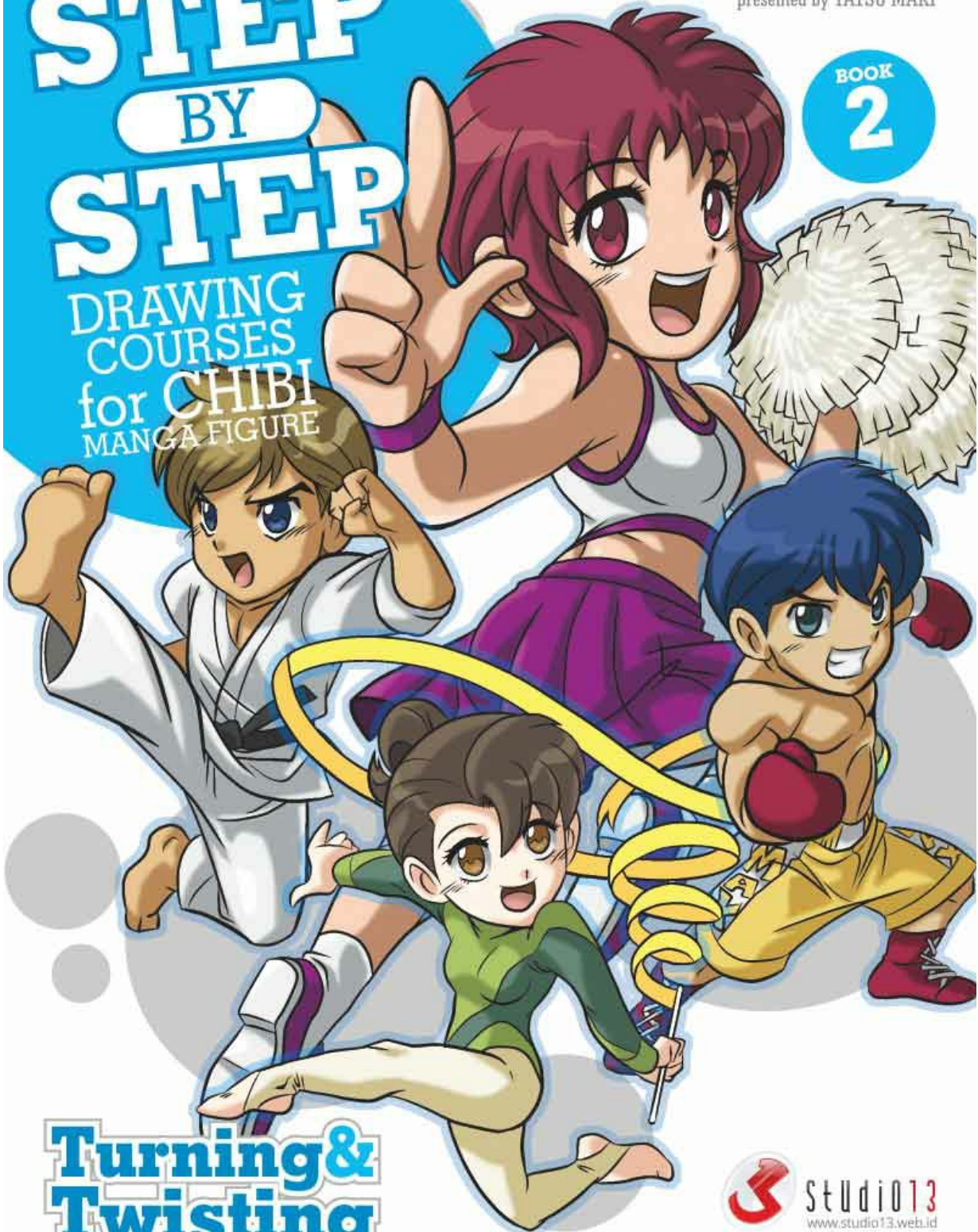
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DRAW&CREATE: COMPANION SET:

# STEP BY STEP 2

DRAWING COURSES for CHIBI MANGA FIGURE

# TURNING & TWISTING

Presented by

Tatsu Maki





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2015

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*For Mom. Thank you for all the kindness, support and love.*

*For Richard Reed, especially for the patience and encouragements.*

**LET'S PRACTICE TOGETHER!**

# **(a.k.a Foreword)**

Hi! Nice to meet you again!

The second volume of Step by Step have come to bring you eight more tutorials about drawing chibi characters in action! Yay! The theme around sports really fits the Turning & Twisting subject, don't you think?

Similar as the first book, every process still revealed in detailed steps. Each course still alternates between male and female characters for balanced learning. Furthermore, there are also new hairstyle and costumes to test out. The poses themselves can be recycled for another kind of actions – like fighting or dancing for instance. In other words, you can modify them to your heart's content!

All in all, I wish you even greater experience from this volume. Have great time practicing!

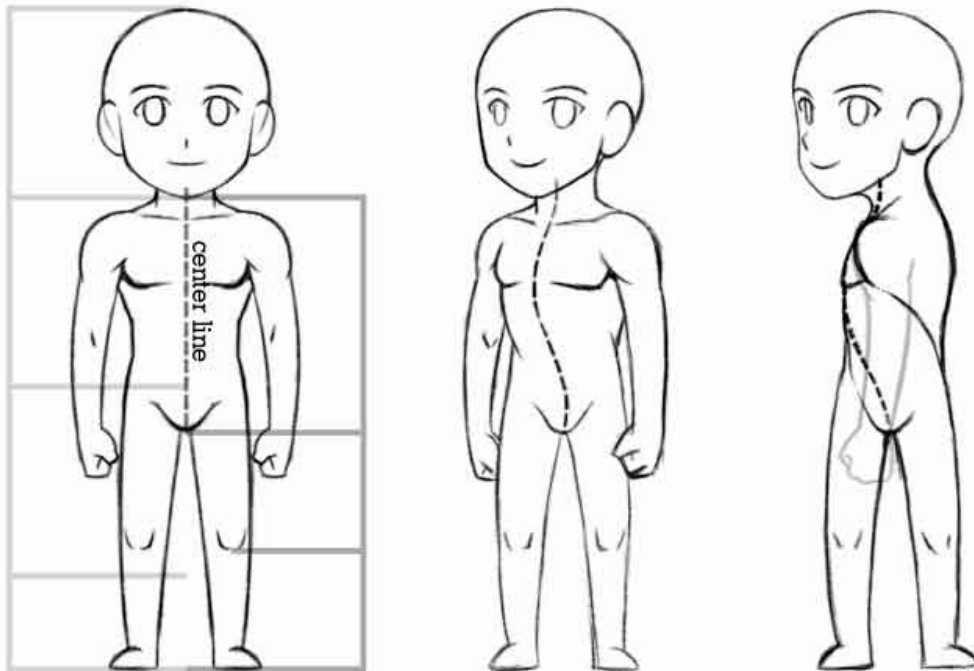
*February 2015,  
Tatsu Maki*

## What is ChiBi?

The term 'Chibi' is the acronym for 'Child Body'. It's used for a drawing style where the figures have deformed anatomy proportion. The head is big while the body is small, almost like children's. Usually, characters are drawn like this to give them more friendly or cute appeal.

# A Brief Guide to Draw Twisting Poses

To create this kind of pose we need be able to draw the **head**, **chest** and **hip** rotating *in front* or *facing away* from each other. In that case, this book introduces a construction method using a vertical **S-curve** to represent their directional flow, alongside two short horizontal line for directing the angles of shoulder and hip. As a result, the construction lines for the torso could resemble either an uppercase T or the roman numeral I, depending on the way we use them.

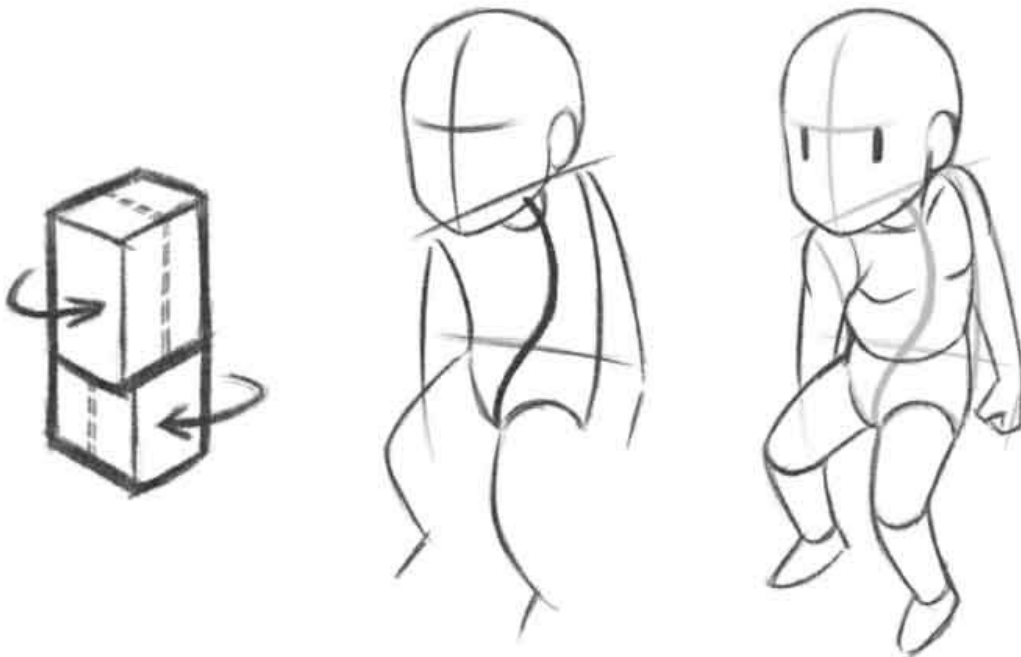


Naturally, the S-curve becoming the most important part for the twist, since the curve itself is really just a front center line that changes course around the waist area. Being that, it's not a representation for the spine. I emphasize this because they can be easily confused with each other and some of the tutorials may seems to reflect that in their construction phase.

At any rate, by adjusting the curve's form and position, we could displays at least two kind of twist. Those are what I've categorized as 'Switch' and 'Fold'.

## **THE DIRECT SWITCH**

**FACING AWAY from each other**

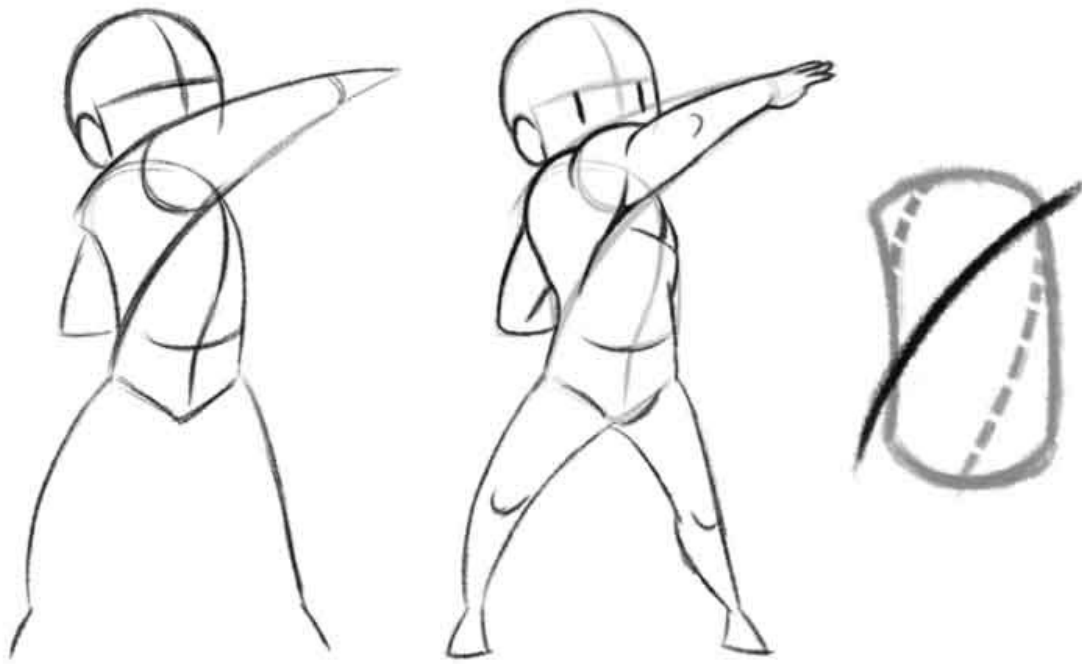


The simpler of the two, it's called 'switch' as in 'switching position' since the directions of upper and lower body parts are opposing each other. The shoulder and waist are leaning towards opposing angles as well. It'd usually better if the head are made to point at the same direction as the bottom part.

## **THE CURL / FOLD**

**IN FRONT of each other**





Diagonal strokes are our ally for constructing this pose. Imagine a folded corners on a paper. Picturing a rope would also help. For this one, the upper / bottom body part is twisted even deeper (i.e: the shoulder further than the chest, the chest than the stomach and so on), which shows a gradual spin as a result.



# ■ TUTORIAL #1:



## **WHAT YOU'LL LEARN:**

The technique to construct a simple twisting pose, where we'll just turn the lower half of the body to face opposite direction than the upper half.

## **ADDITIONAL HIGHLIGHTS:**

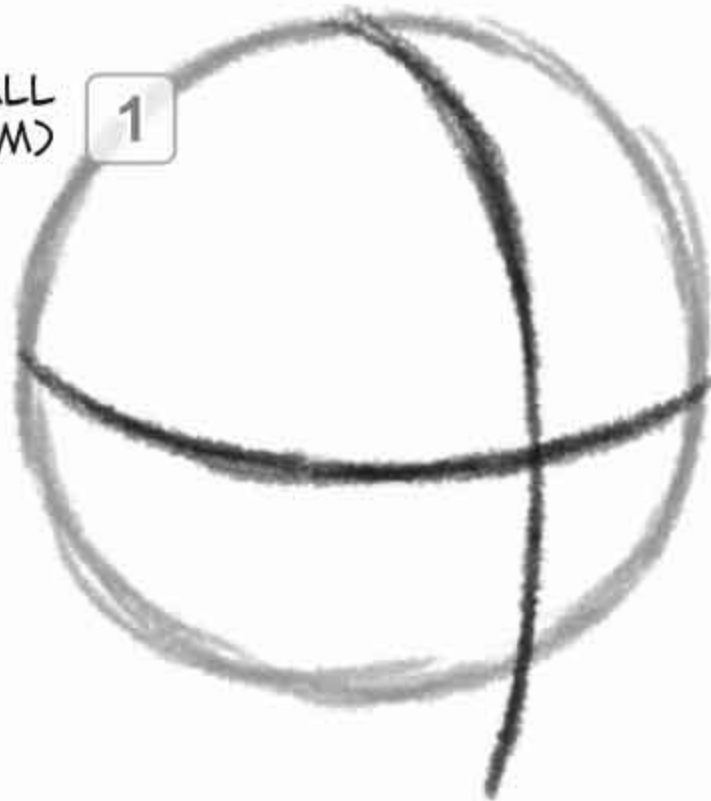
- A unique hairstyle variation.
- A simple technique for drawing blurry movements to show the impact of the action.

1. Draw a circle. Give it an axis that points to its left.

**1**

BALL  
(CRANIUM)

1



3

VERTICAL  
CONTROL  
LINE

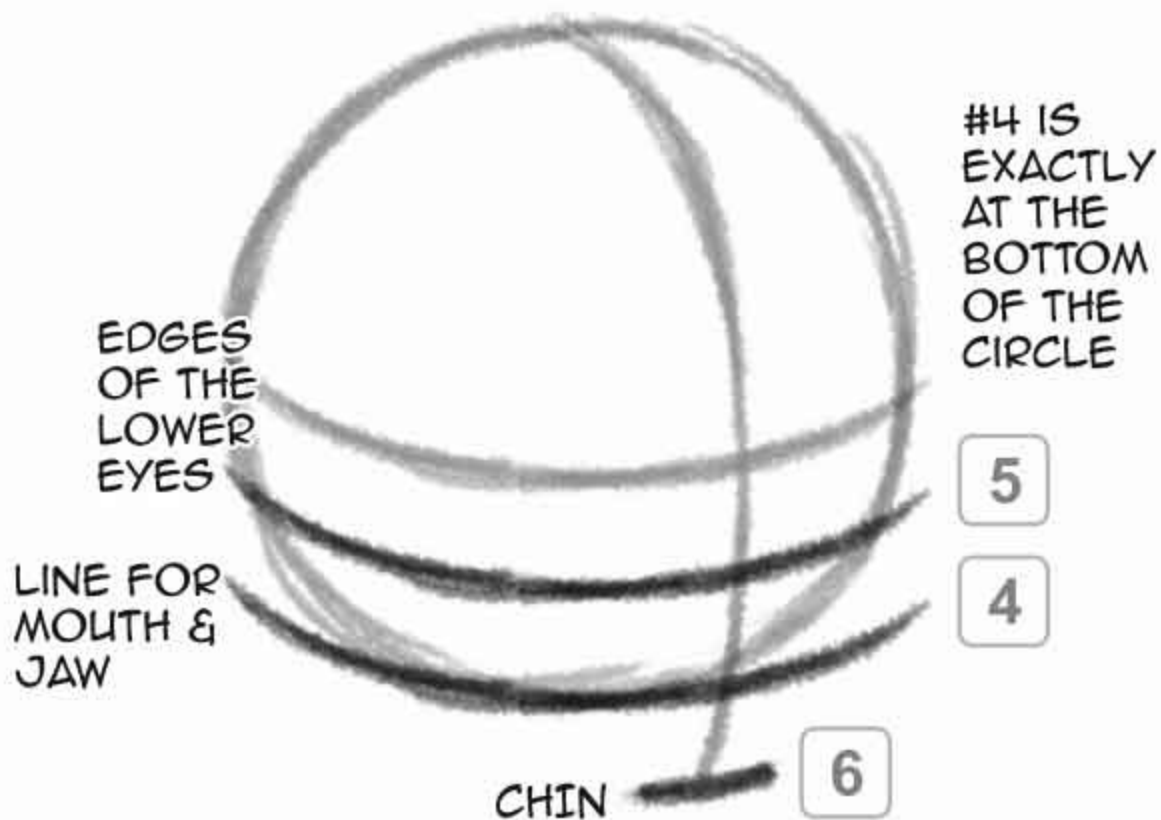
2

HORIZONTAL  
CONTROL  
LINE

2.Divide its proportion using this guide:

2

DRAW THESE LINES IN THE  
SAME CURVATURES AS #3.

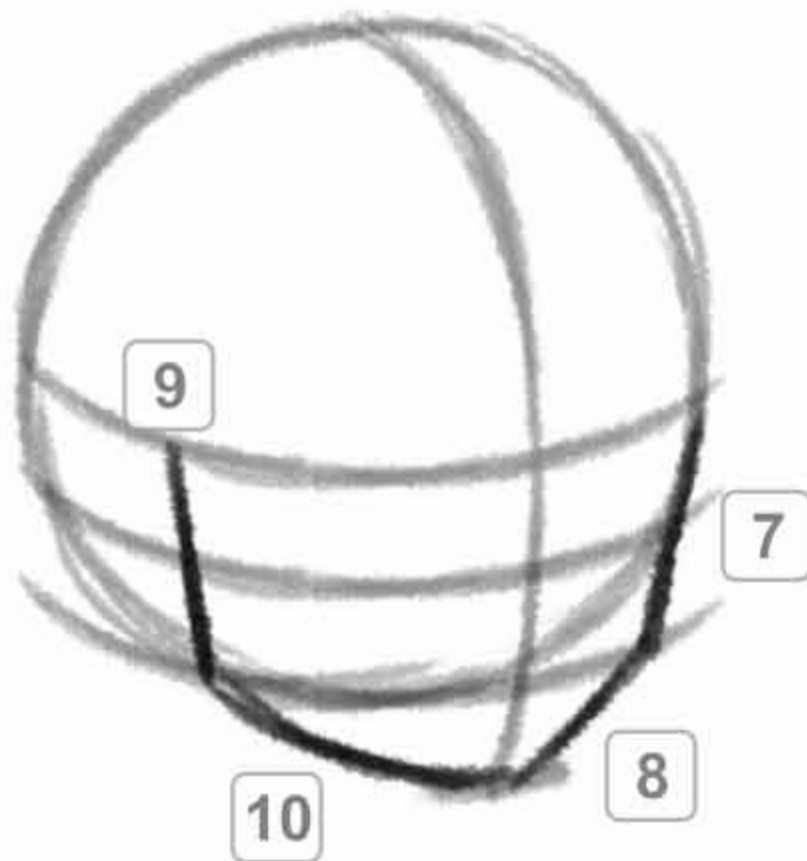


DIVIDE EVENLY THE HEIGHT BETWEEN #3 AND #4  
TO FIND THE POSITION FOR #5

3. Form the rough shape of cheek, chin and jaw.

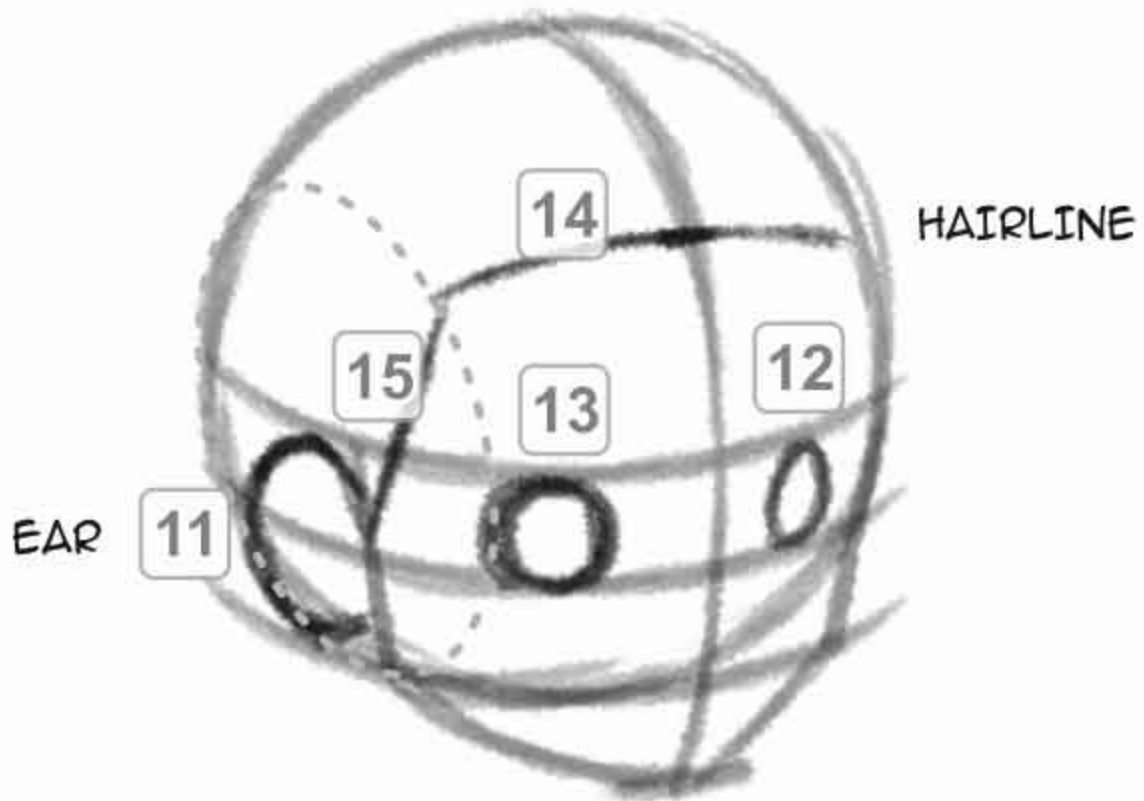


**3**



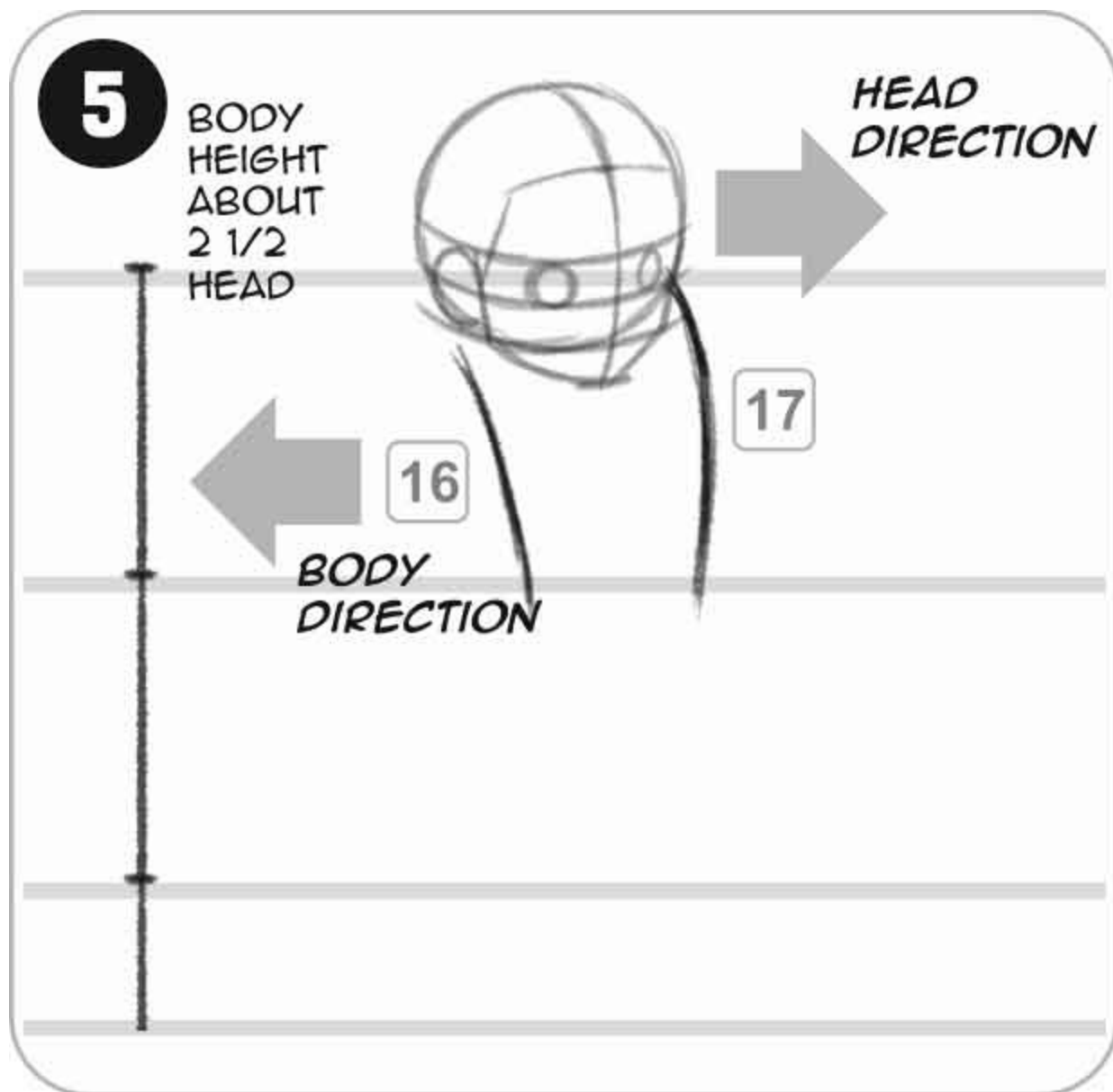
4. Add several circles for the right ear and eyes, then draw the hair line.

4



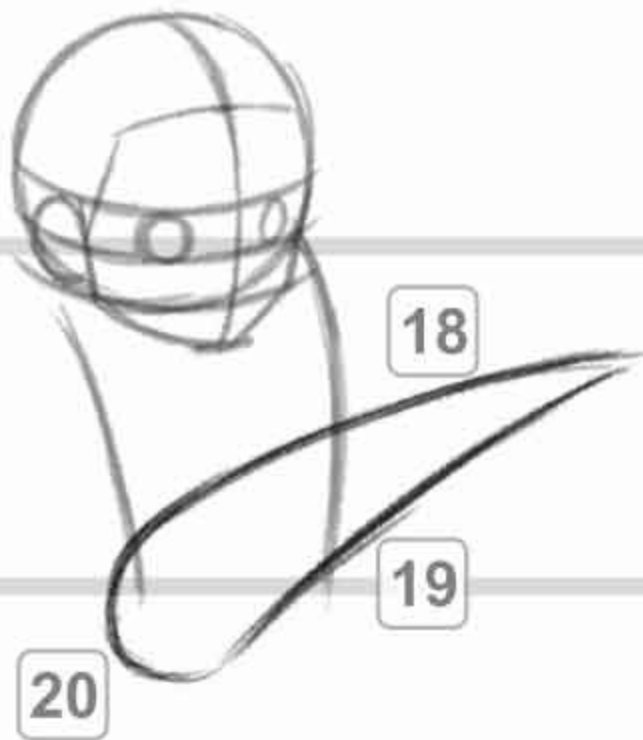
FIND THE HAIRLINE BY DIVIDING EVENLY THE HEIGHT BETWEEN LINE #3 WITH TOP OF THE HEAD.

5. Determine the figure's height and plan its direction.

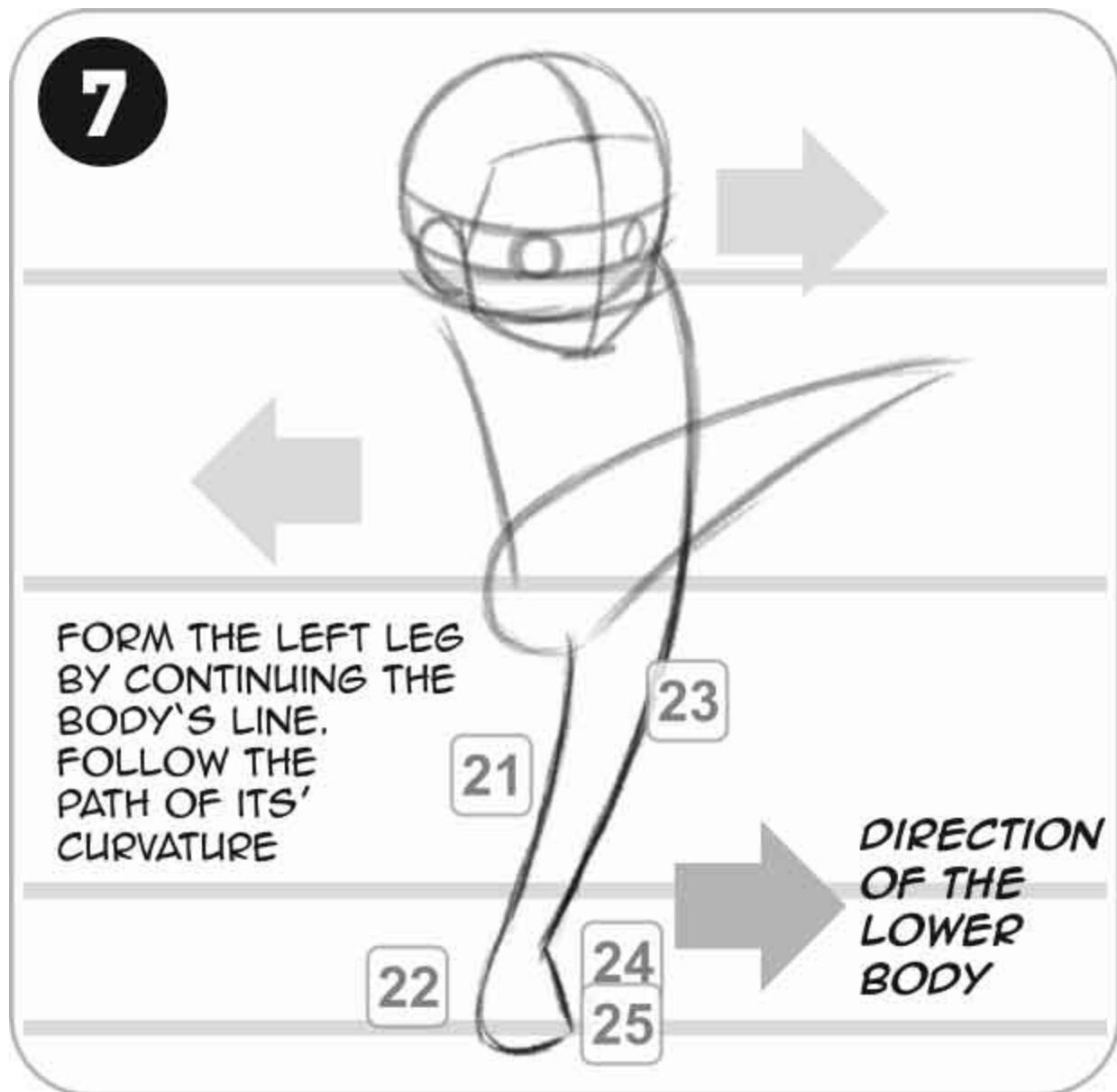


6. Draw the main foot, shape it like a cone.

**6**



7. Draw the other leg to finish the bottom part.



8. Now draw the right arm using just a couple of lines.

8

26

27

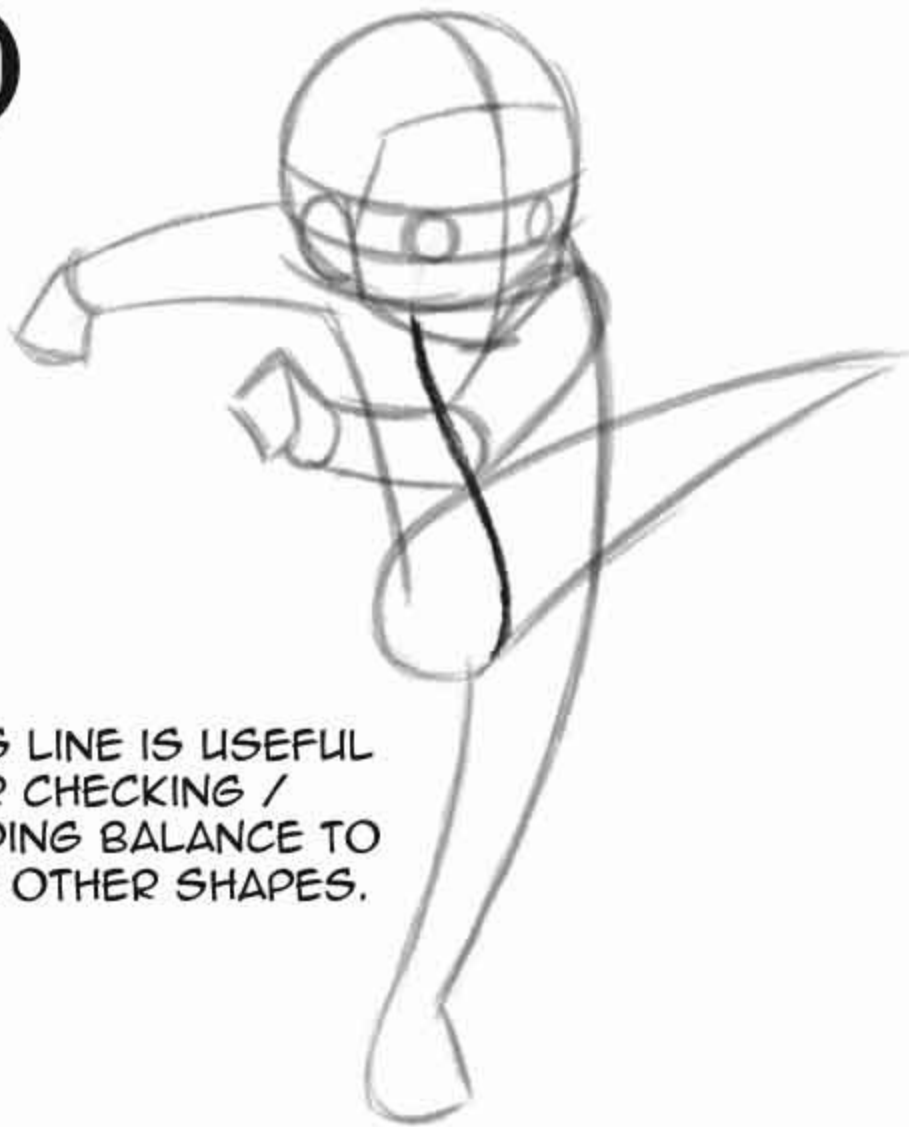
9. Complete the other arm by following these steps:





10. Add the center body line. Shape it like an S.

**10**



THIS LINE IS USEFUL  
FOR CHECKING /  
ADDING BALANCE TO  
THE OTHER SHAPES.

11. Draw these lines to define the joint sections.

**11**



12. Form only the edges of the clothing using several simple lines.

**12**



**CONSTRUCTION:  
DONE!**

13. Face: Start by drawing the eye frames.

**13**



14. Continue by adding the brow and irises.

**14**

IT ONLY TAKES TWO CURVES  
TO FORM A BROW.



15. Draw the nose and start shaping the mouth.



**15**

DOTTED LINE MEANT TO SHOW YOUR HAND GESTURE WITHOUT TOUCHING THE SURFACE (DRAWS ON AIR). PRETENDS LIKE YOU'RE DRAWING A NUMBER 2 IN REVERSE.



16. Finish the mouth and add some details to the irises.

**16**



17. Thicken the brow and lashes. Add shading to the irises.

**17**



18. Next step is to draw the Hair.

**18**

START BY DRAWING SEVERAL LINES  
FOR THE BANGS.



19. Follow these shape to construct a “head wrapper”.

19

TOP

HAIR  
PARTING

SIDE  
BANGS

BACK



20. Make the strands spiky.

**20**

FEEL FREE TO ADD AS MANY STRANDS  
AS YOU LIKE.



21. Render the face, then erase the construction lines.

**21**



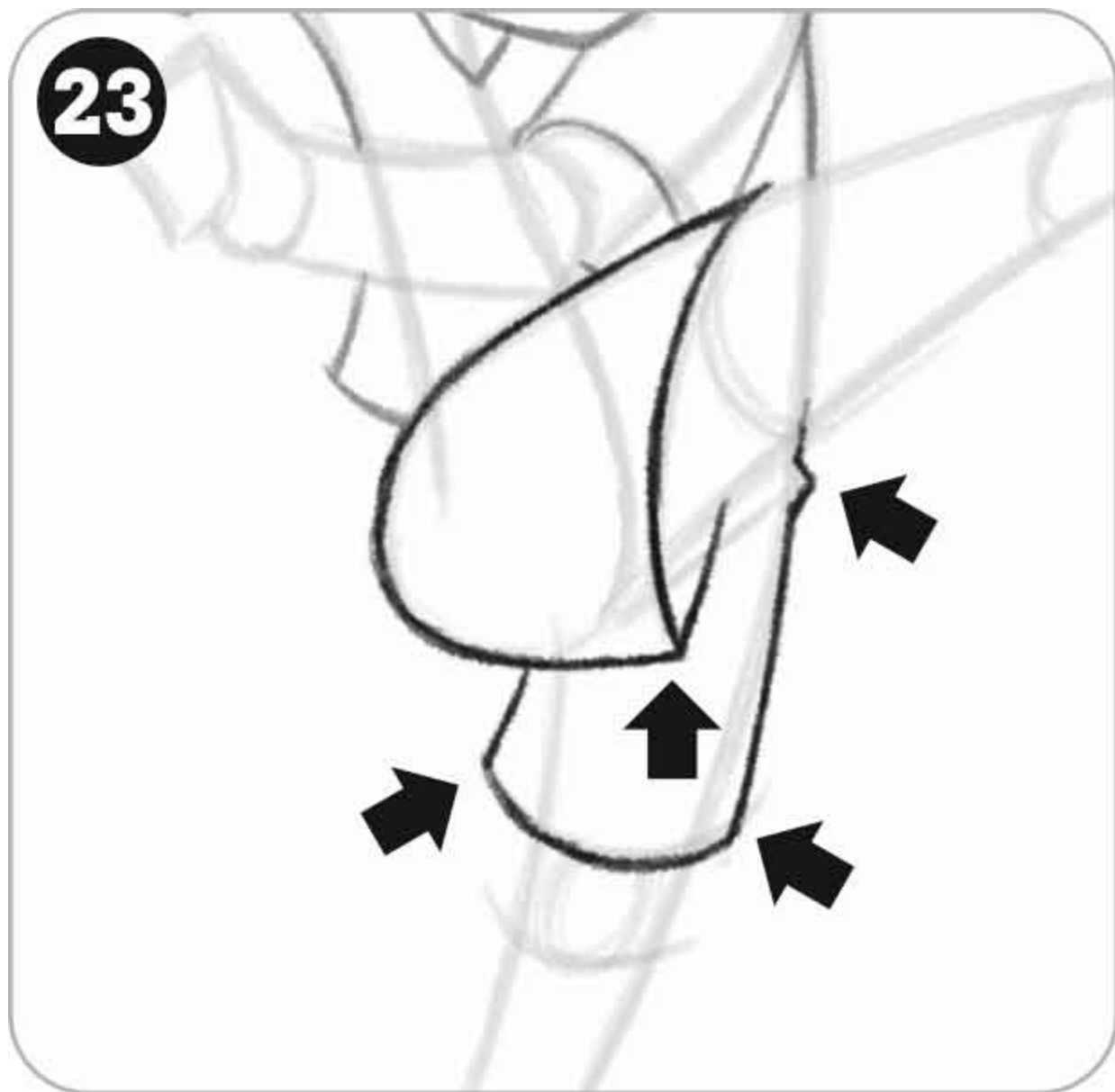
22. Continue to the shirt. Pay attention to its outer shapes.



23. Quickly define the shape of the pants.



23



24. Next, refine the right arm's shape.

**24**

  
MUSCLE BULGE



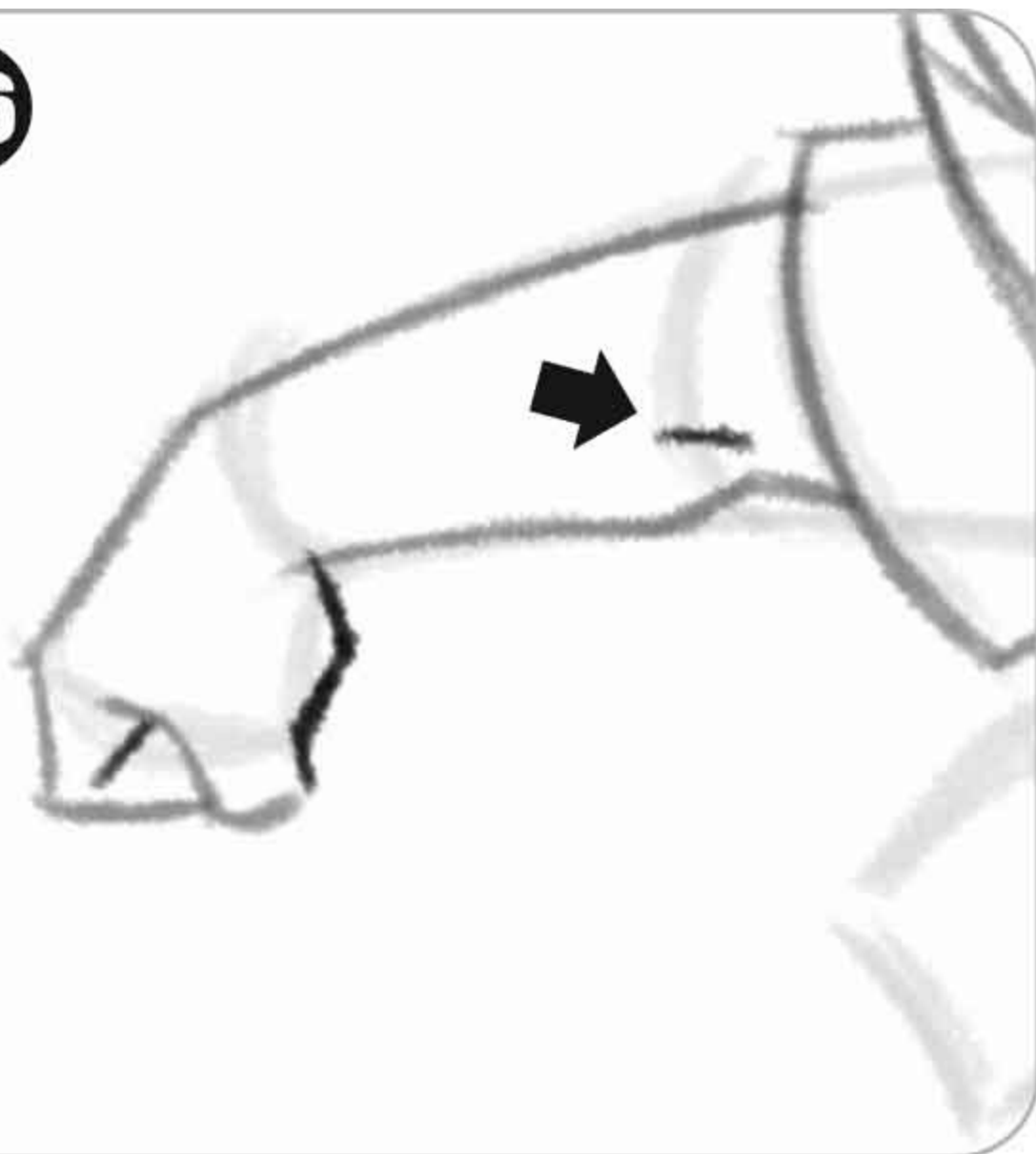
25. Continue your drawing by rendering the right fist.

**25**



26. Notice how many corners are used to form the fist.

**26**

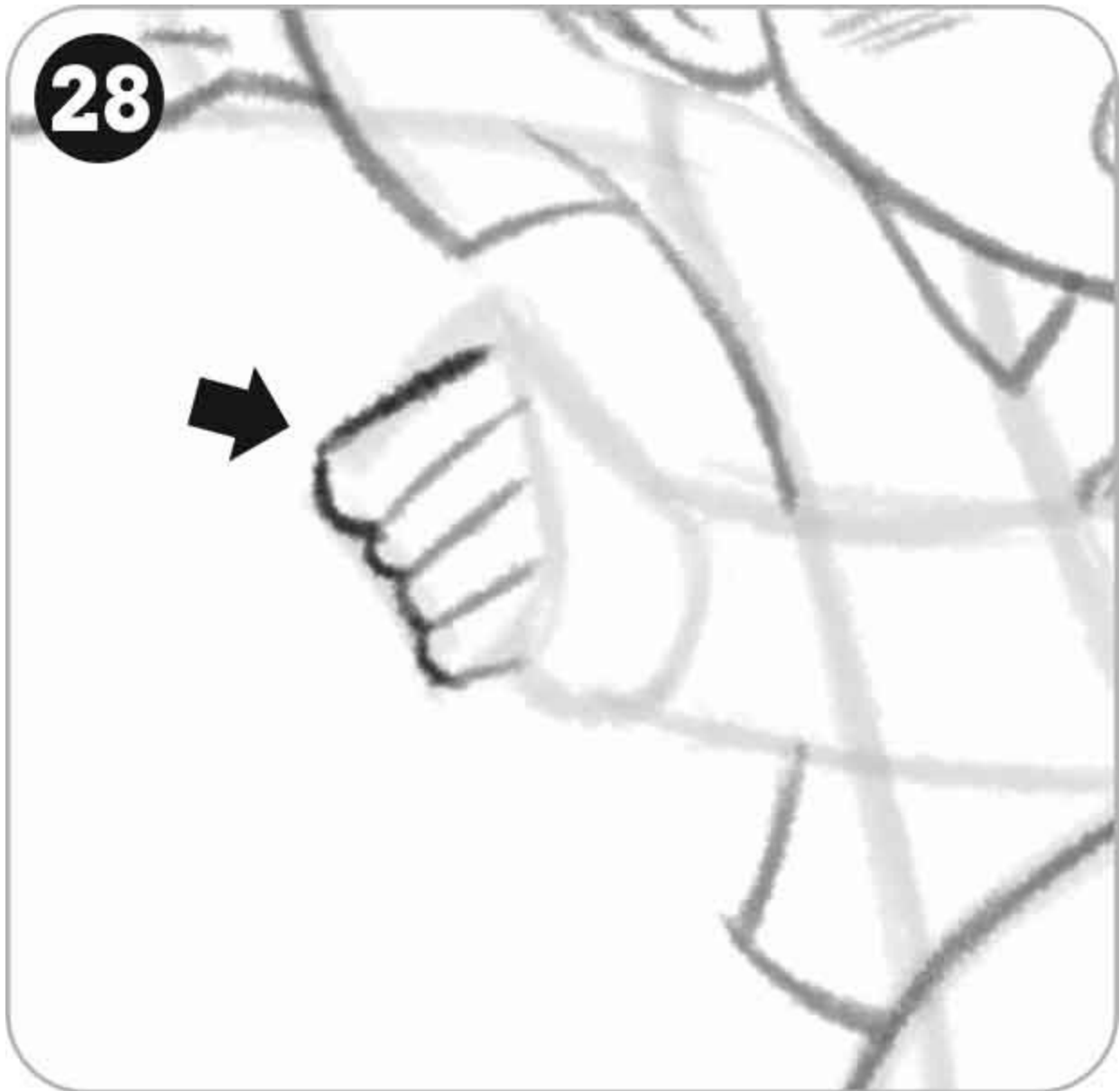


27. Next, let's develop the left fist. Start from the fingers.

**27**

START BY SHAPING THE FINGERS  
BY DIVIDING THIS AREA INTO FOUR  
EQUAL WIDTH.

28. Then define their shapes more clearly.

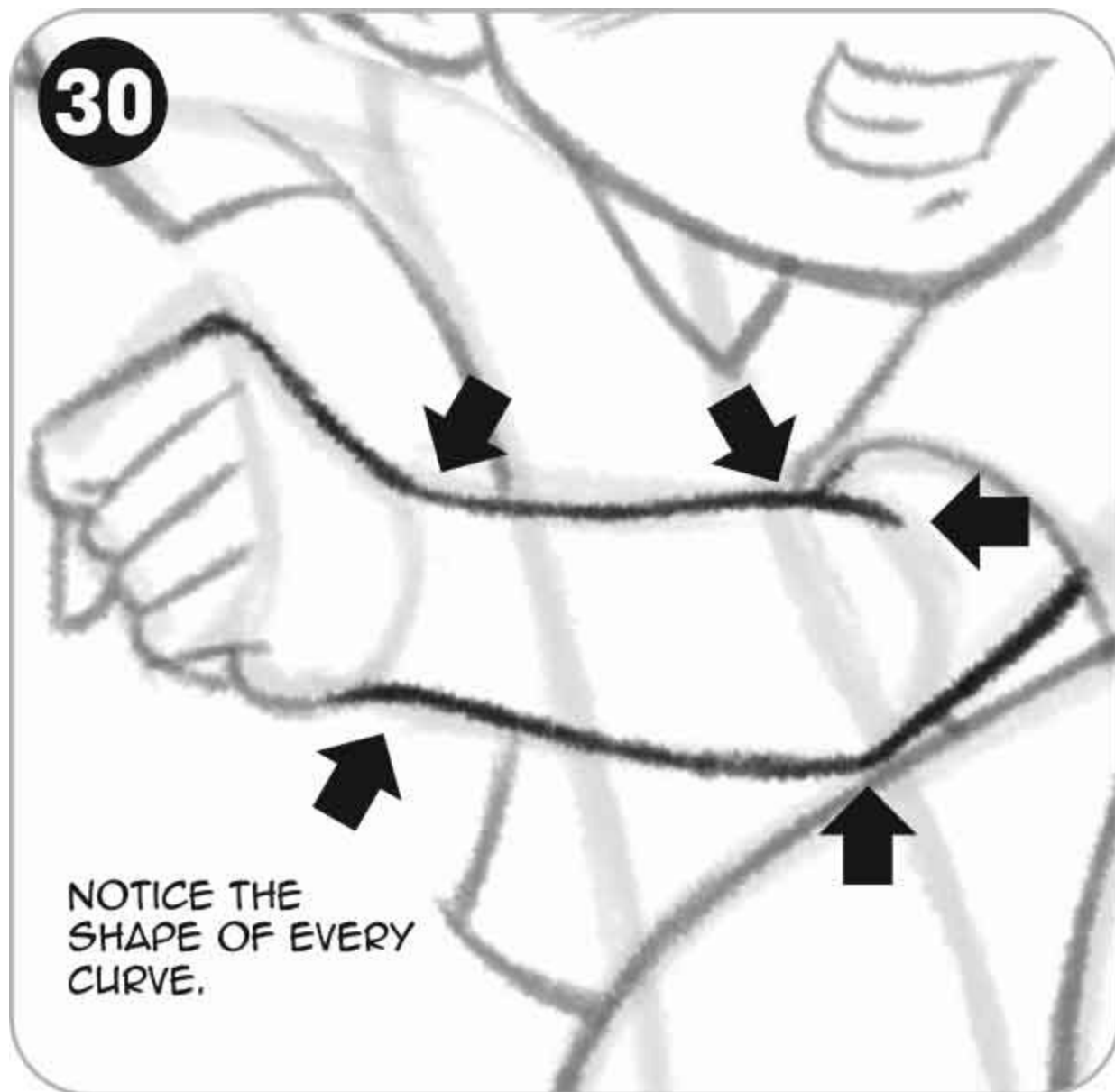


29. Follow this picture to finish the left fist.

29



30. Refine the shape of the left forearm.



31. Add these shapes for the left forearm and fist.



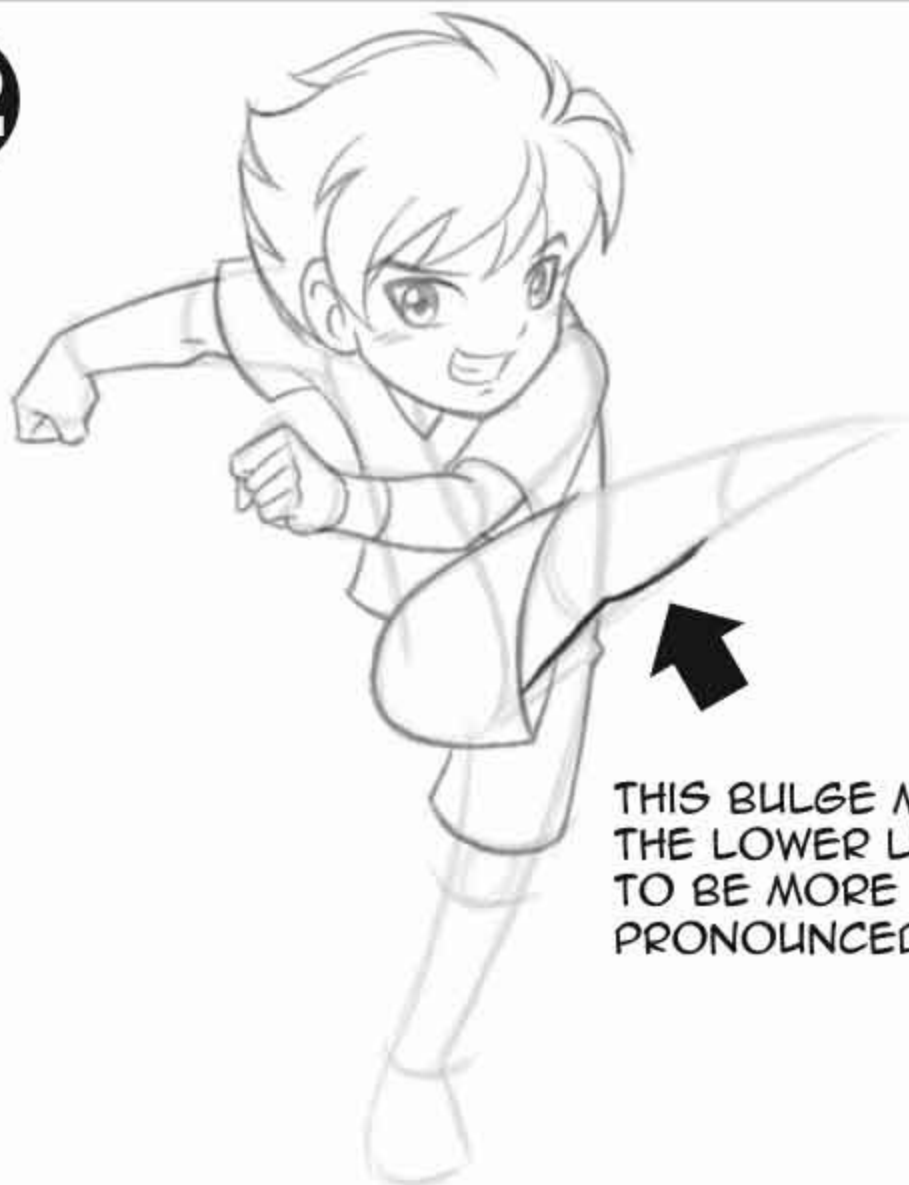
**31**



DRAW THE KNUCKLES  
TO MAKE THE FIST  
MORE IMPRESSIVE.

32. Next, we'll do the right leg.

**32**



THIS BULGE MAKES  
THE LOWER LEG  
TO BE MORE  
PRONOUNCED.

33. Continue refining the left leg like shown.



34. Add some speed lines to the corner of the leg.



35. Add a line for the sock, then let's do the left leg.

**35**



36. Here's how to render the lower leg.

**36**

INNER SIDE  
IS USING  
AN "S" LINE

THE OUTER SIDE  
ONLY TAKES  
ONE CURVE.

37. And then, the steps for refining the left shoe.

**37**



PRONOUNCE  
THE HEEL.



ADD SOME  
THICKNESS  
FOR THE  
SOLES.



38. Erase unused lines, then add the inner details as shown.

**38**

DRAW SOME  
FOLD & CREASES  
TO THE SHIRT  
AND PANTS.



39. Continue by adding more details to the clothes.



**39**



40. Next, draw a spinning soccer ball and a blast effect.

**40**



41. Add shadows on these corners:

**41**



42. Finally, here are the visual guides for shadings.

42



**FINISH!**



# TUTORIAL #2:



## **WHAT YOU'LL LEARN:**

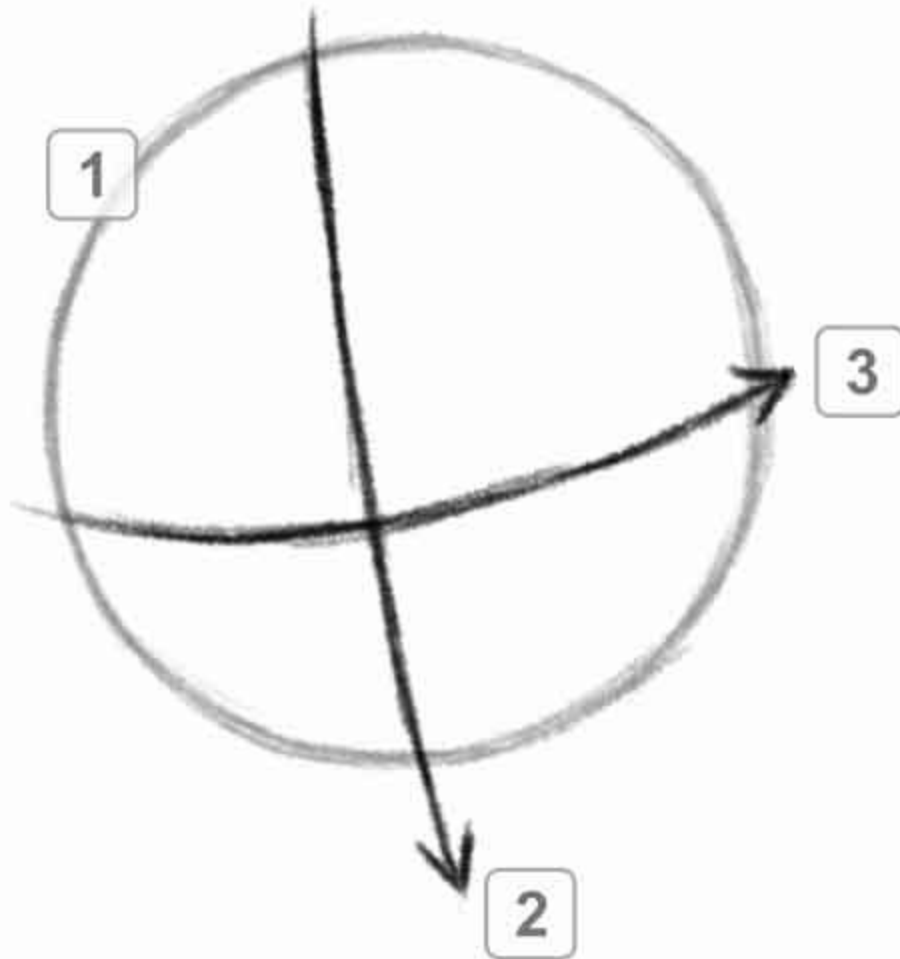
How to draw a dynamic pose by still “switching” the facings between upper and lower body, but now by reversing almost every factor from the previous course.

## **ADDITIONAL HIGHLIGHTS:**

- New hairstyle variation.
- Steps for drawing fists.
- Folds and wrinkles on the uniform to suggest the direction of a twist.

1. Start by constructing the head.

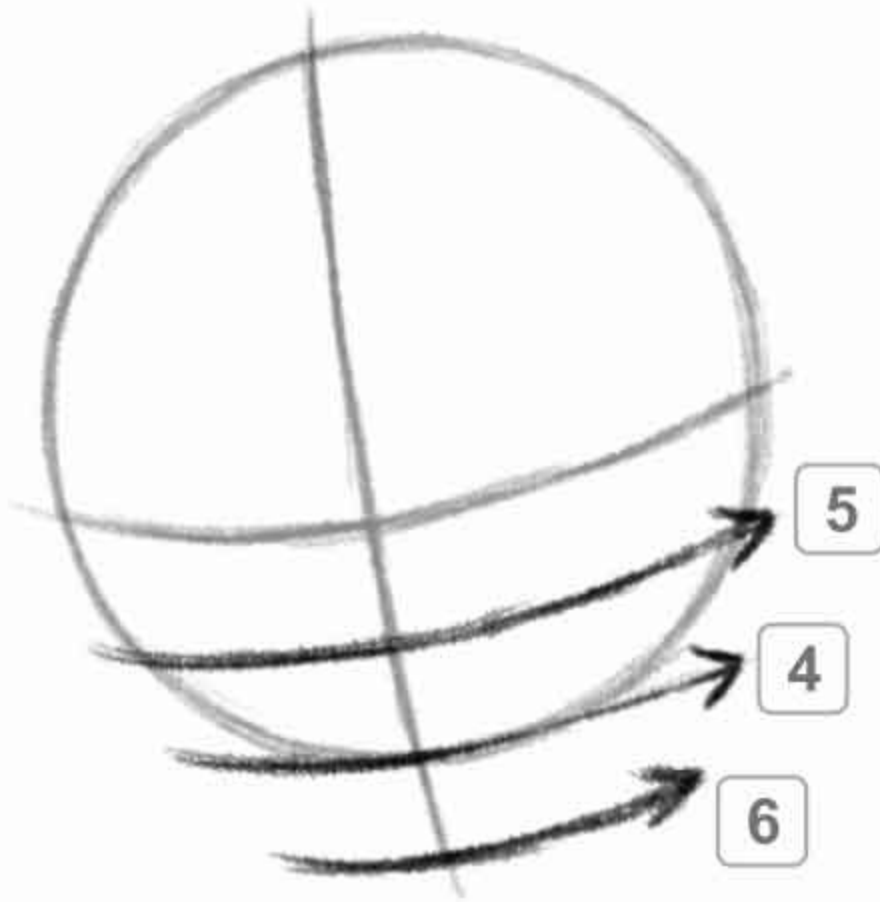
**1**



2. Next is to find the proportions.



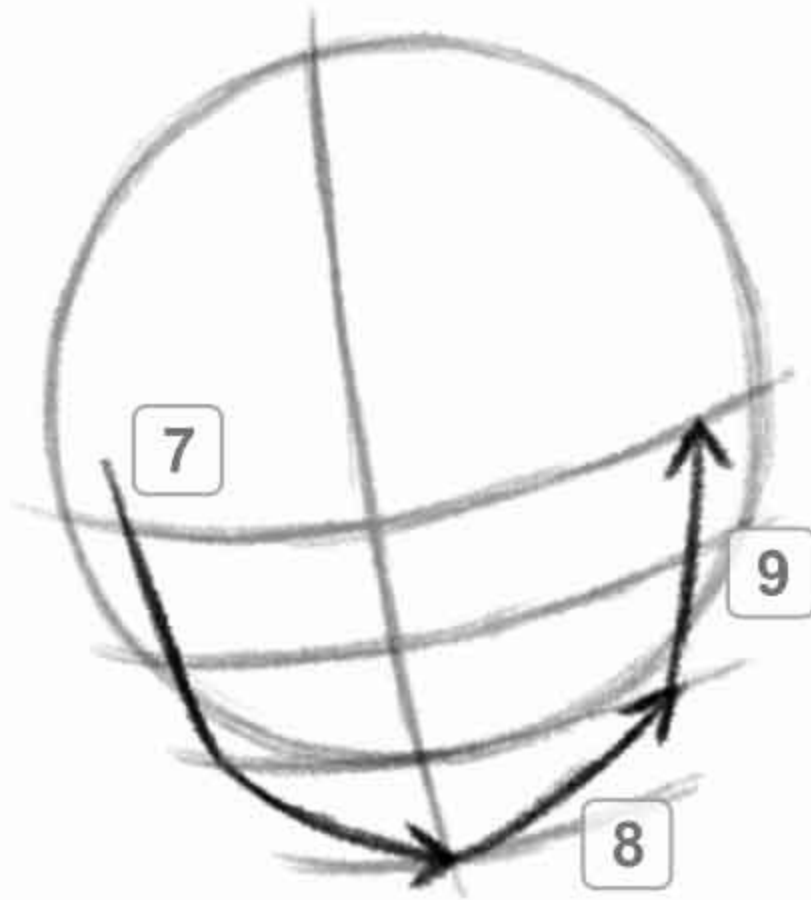
**2**



PUT THE FOURTH LINE RIGHT ON  
THE BOTTOM OF THE CIRCLE.

3. Define the shape for the face.

**3**



4. Add simple shape and lines as a guide.

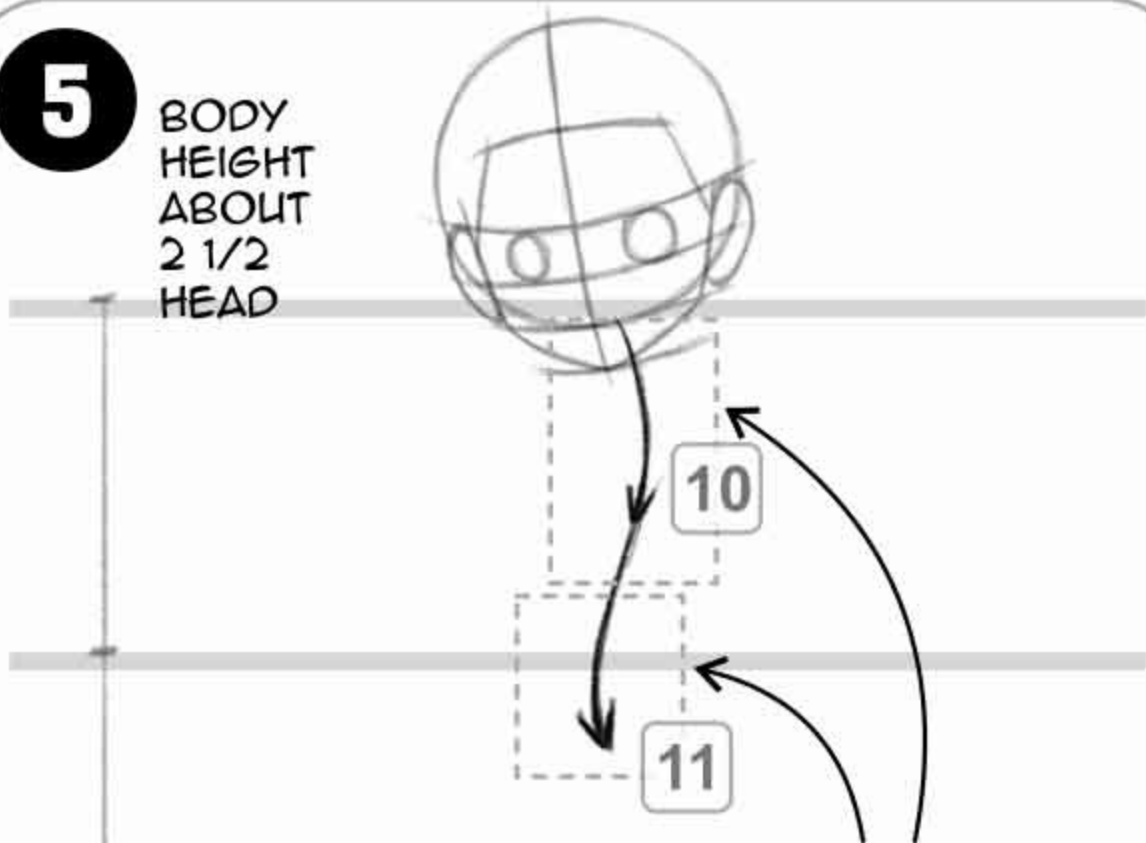
**4**



5. Measure the figure height and determine its directions.

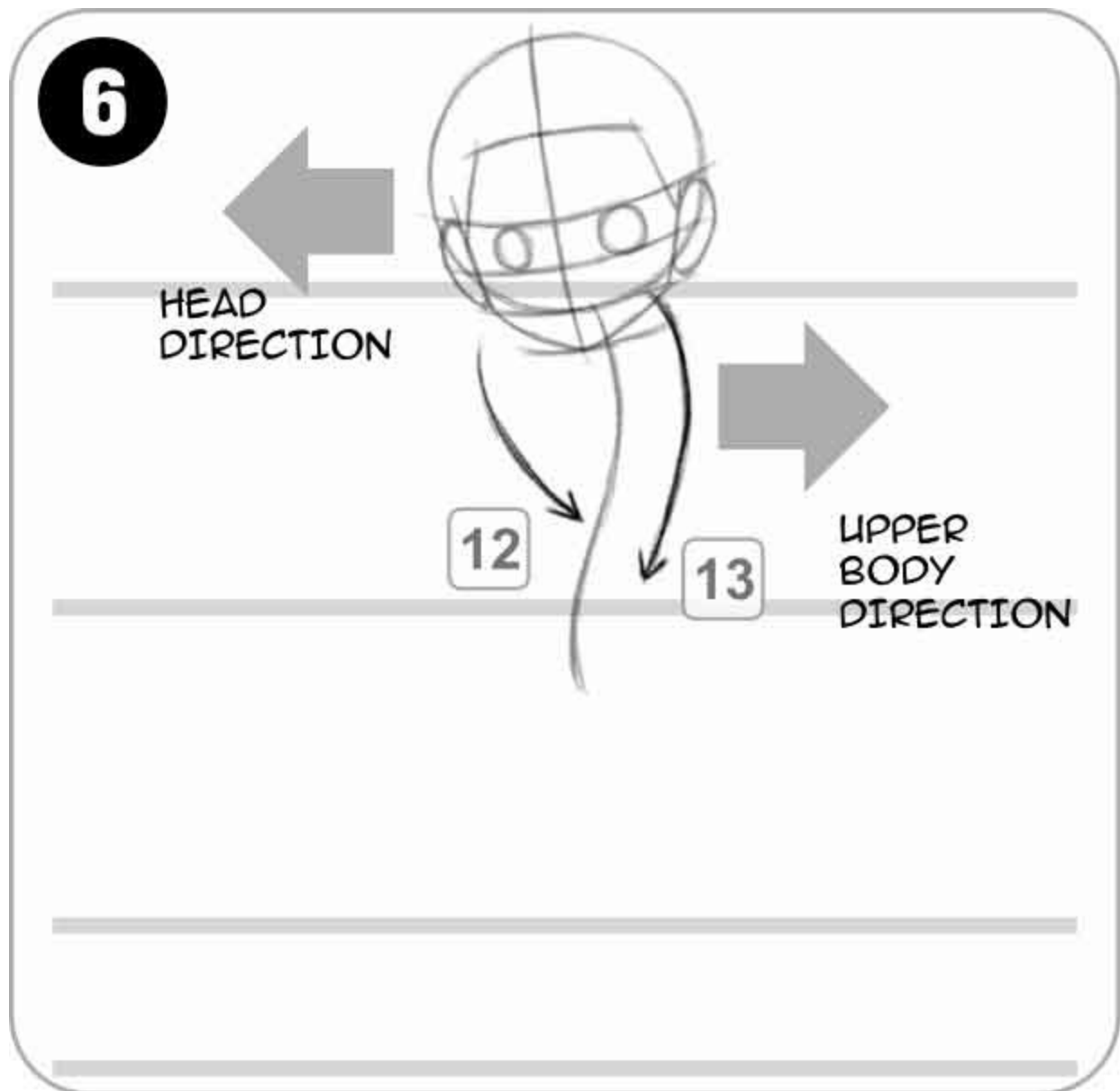
**5**

BODY  
HEIGHT  
ABOUT  
2 1/2  
HEAD

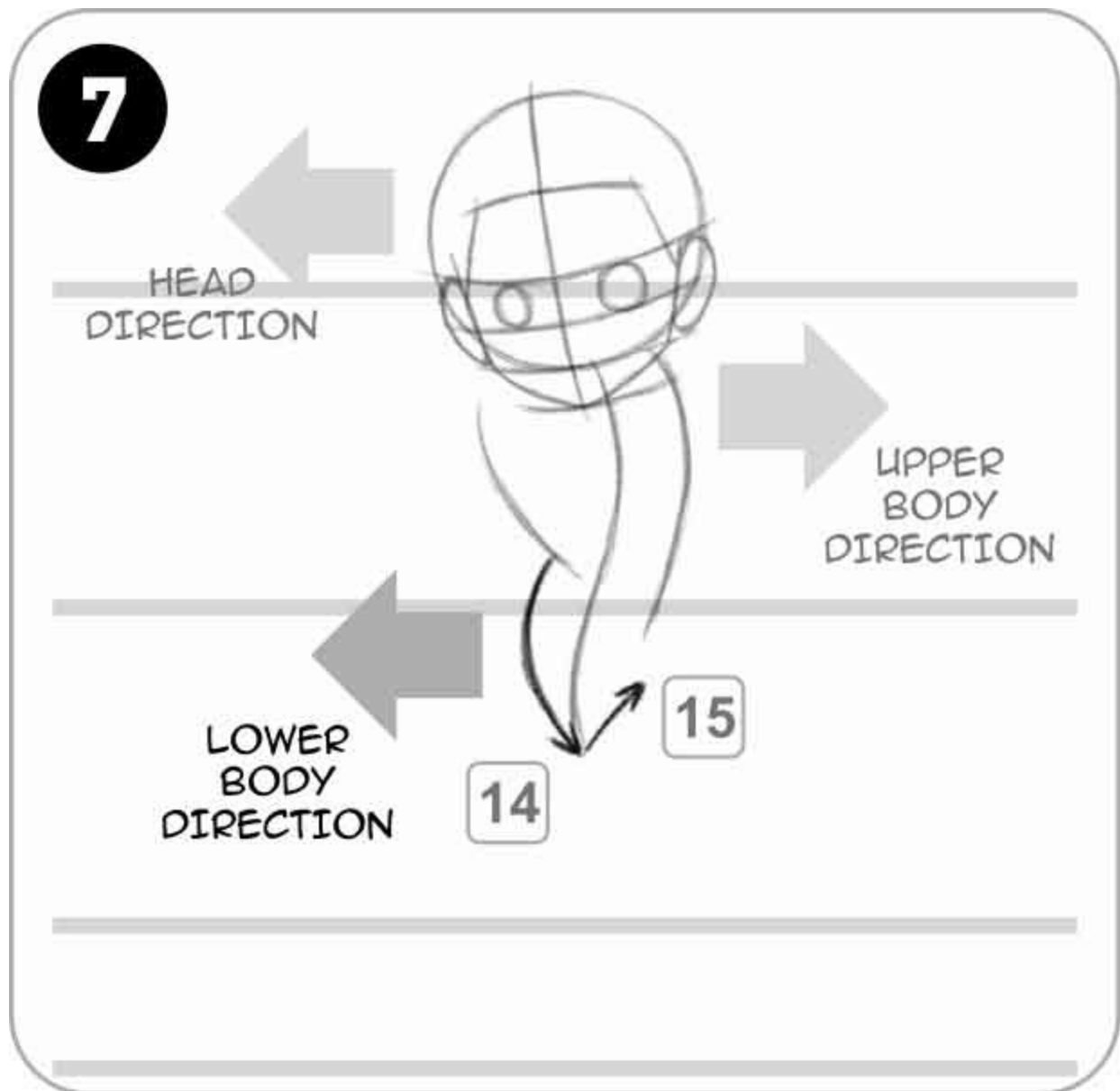


THE CENTER BODY LINE ARE MADE  
FROM TWO CURVES. EACH ARE MEANT  
TO SHOW DIFFERENT FACING DIRECTIONS  
FOR THE UPPER AND LOWER BODY PART.

6. Define the initial shape for the upper body.



7. Continue constructing the body.



8. Next, draw her upper arms.

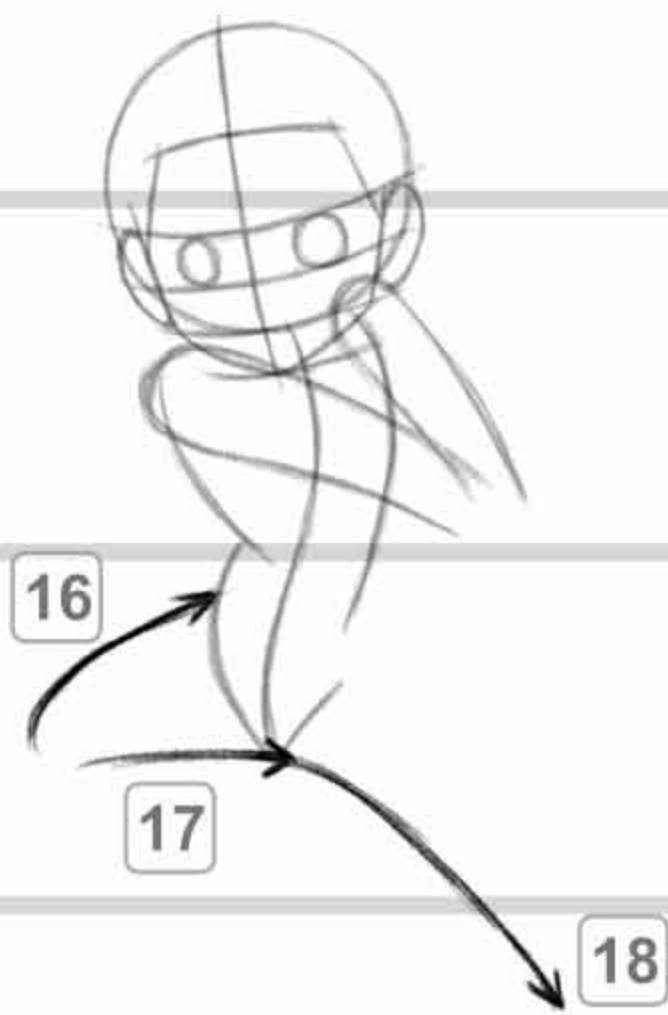
8



EVEN IF THIS  
PART ARE BEING  
COVERED BY  
THE HEAD,  
IT'S A GOOD  
PRACTICE  
TO KEEP  
DRAWING  
IT TO HELPS  
VISUALIZATION.

9. Draw these curves to begin constructing the legs.

9



10. Notice how to form the shape.

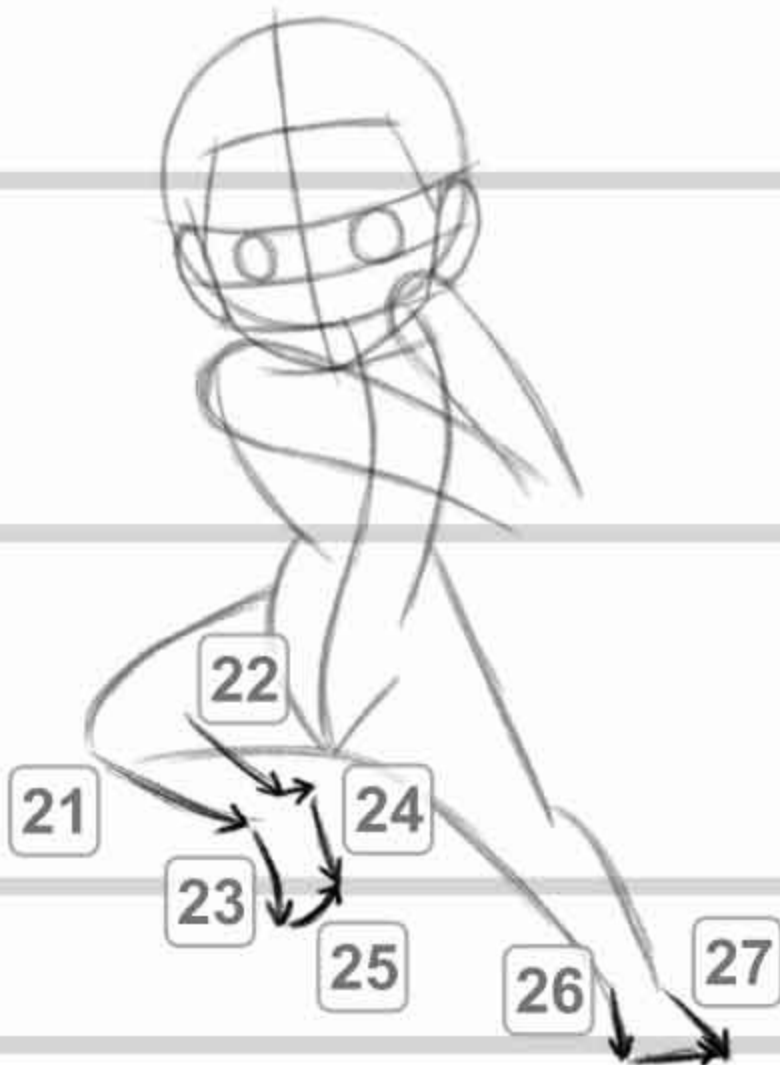


**10**



11. Guide for constructing the rest of lower right leg

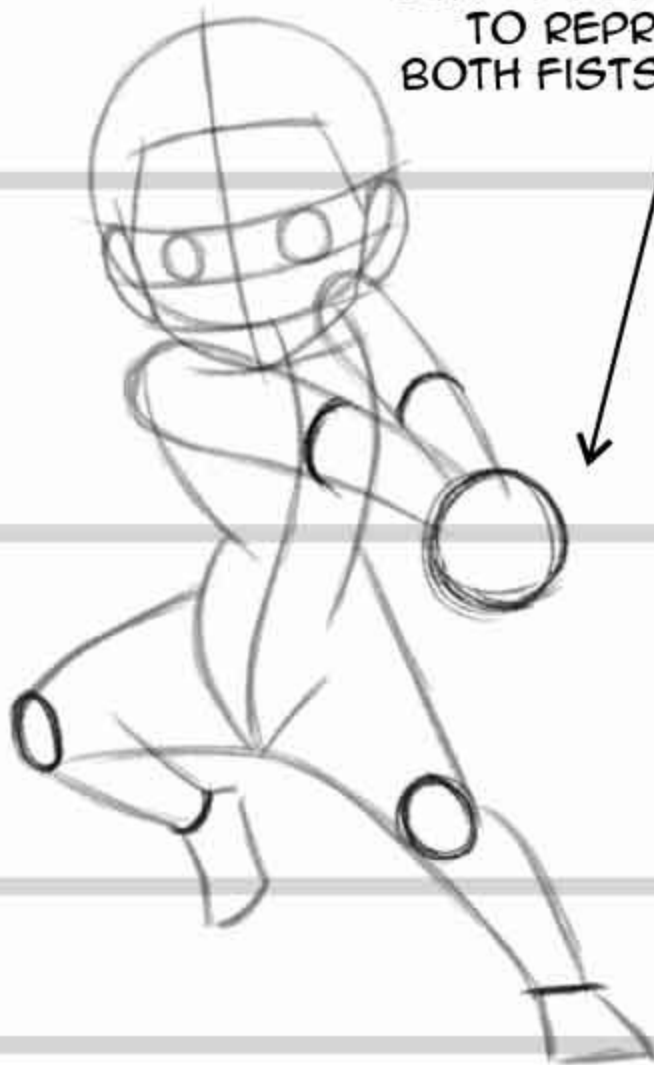
**11**



12. Define the joint sections.

**12**

SIMPLY DRAW A CIRCLE  
TO REPRESENTS  
BOTH FISTS FOR NOW.



13. Form the hair while still constructing.

**13**

ONCE AGAIN WE START FROM THE BANGS.  
DRAW THESE LINES.



14. Followed by the hair's "outer wrap"

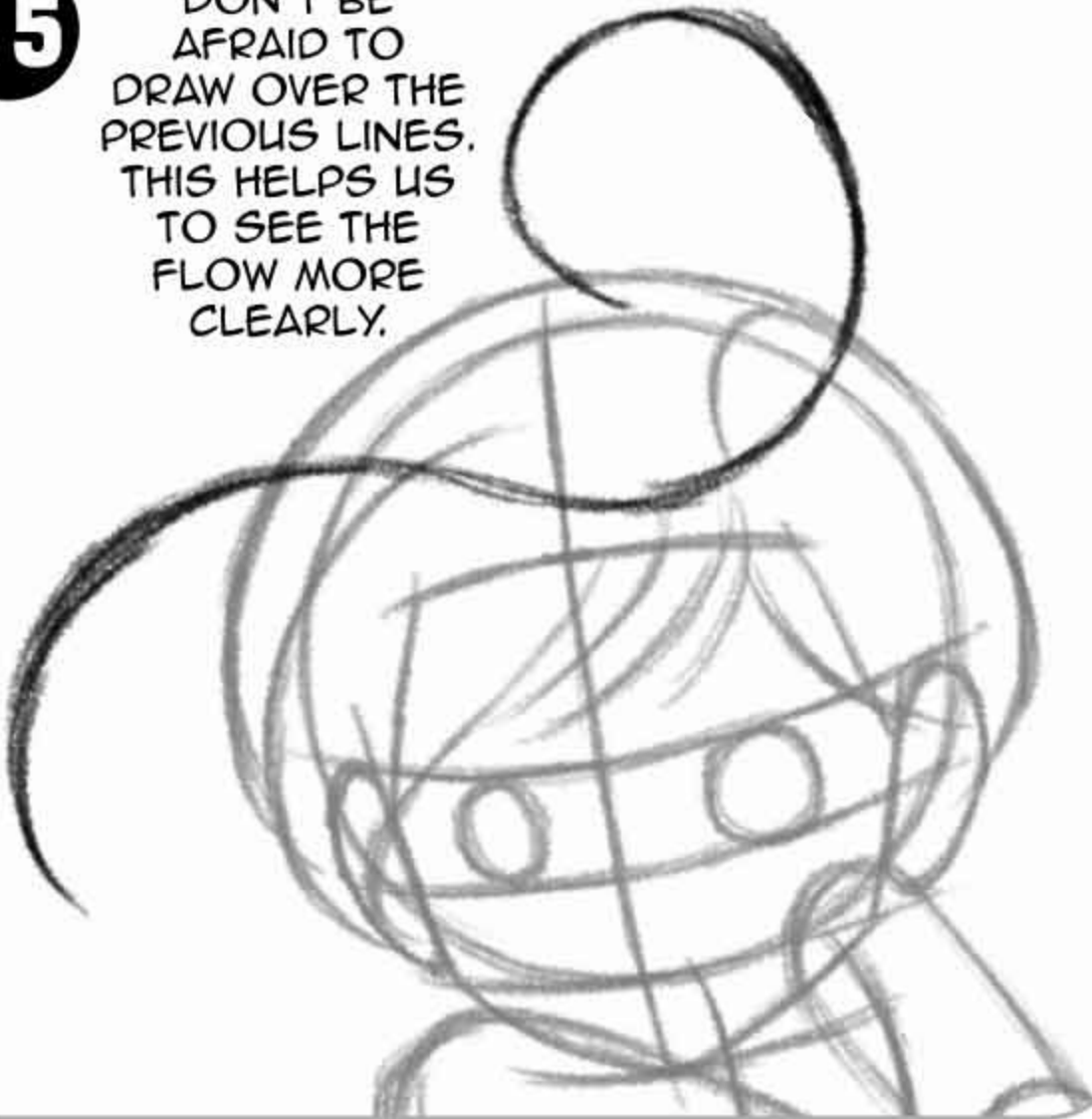
**14**



15. Here's how we find the flow of her ponytail.

**15**

DON'T BE  
AFRAID TO  
DRAW OVER THE  
PREVIOUS LINES.  
THIS HELPS US  
TO SEE THE  
FLOW MORE  
CLEARLY.



16. Add a couple more lines to clearly define the shape.

**16**



17. Draw these lines to form her clothing.

**17**

**CONSTRUCTION:  
DONE!**



18. Refine the shape of her eyes.



**18**



19. Thicken the eyelashes.

**19**



20. Draw the pupils and refine the irises some more.

**20**



21. Continue by drawing the nose and a line for edge of the mouth

**21**



22. Add two more curves to shape her smile.

**22**



23. Draw the teeth and tongue like shown below:

**23**



24. Next is the hair. Draw these lines:

**24**

START FROM  
WHERE HER  
HAIR PARTS.



25. Refine the outer shape.

**25**



26. Finish the ear.



**26**



27. Start adding the inner details for the ponytail.

**27**

FOLLOW  
THE FLOW



28. Refine the edges.

**28**



29. Shape the edges of the face.

**29**

MAKE THE JAW  
SMOOTH AND  
CONNECTS  
DIRECTLY TO  
THE EAR.  
DON'T GIVE IT  
A SHARP  
CORNER,  
SINCE THAT'S  
FOR MALE.



30. Let's move on to her body. Define her uniform.

**30**

YOU CAN  
ERASE THE  
UNUSED LINES  
AT THIS POINT.



31. Draw these folds.



**31**

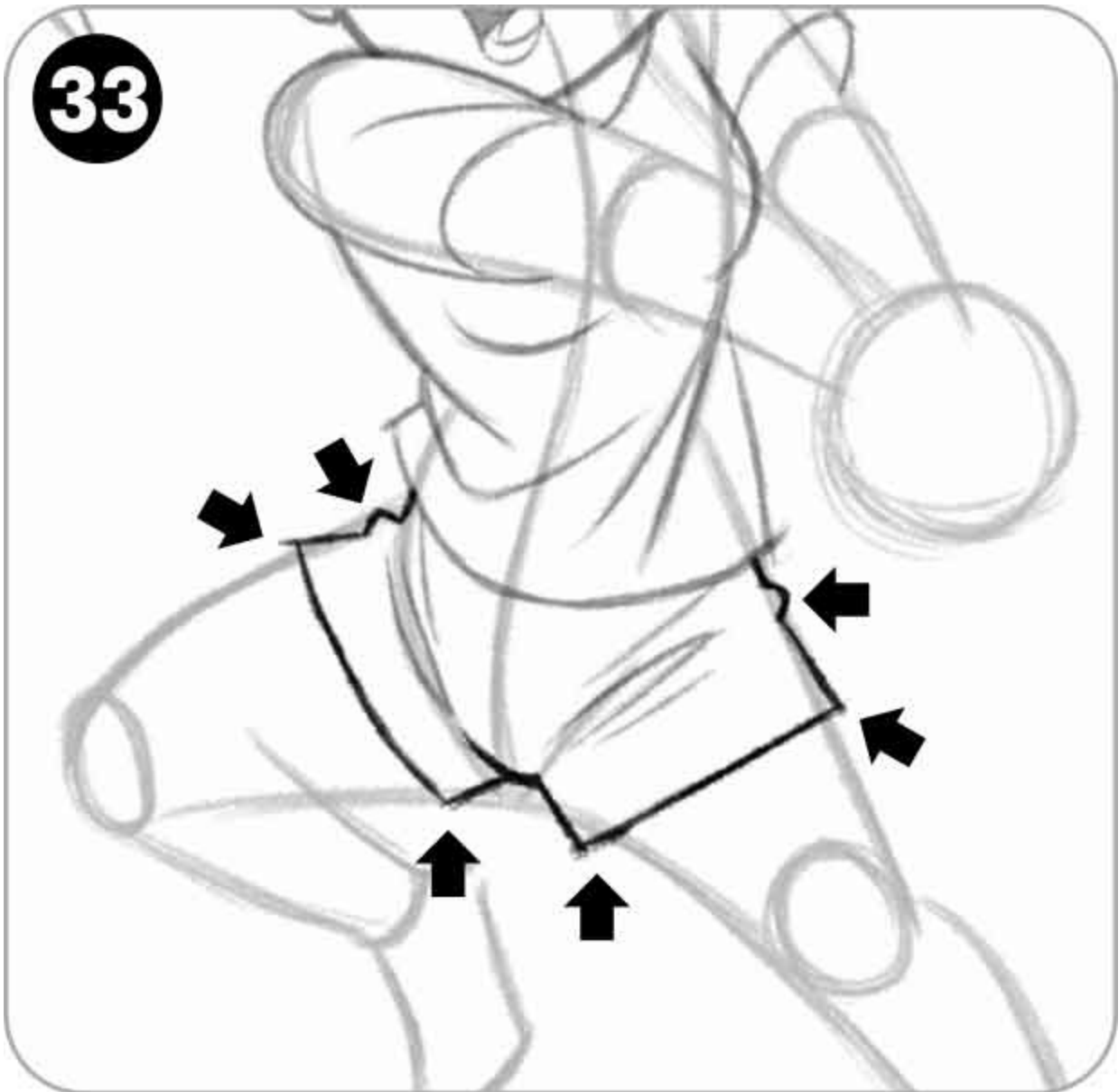
SEE HOW  
THESE LINES  
BEING PLACED  
TO EMPHASIZE  
THE TWIST.

32. Next, refine the pants. Let's start from the creases.

**32**

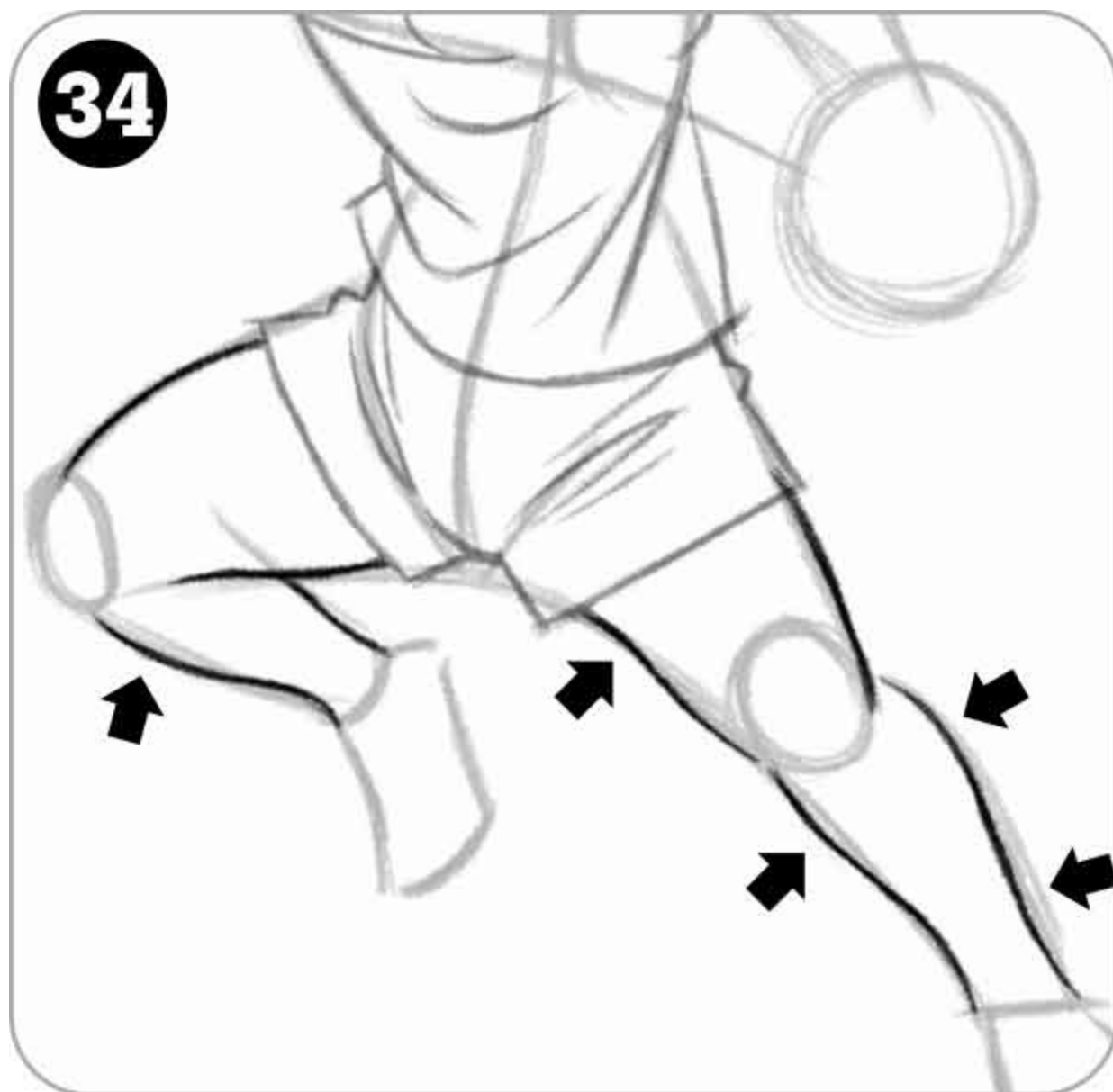


33. Then form the edges.



34. Follow these guide to shape the legs.





35. Draw the kneecap protectors.

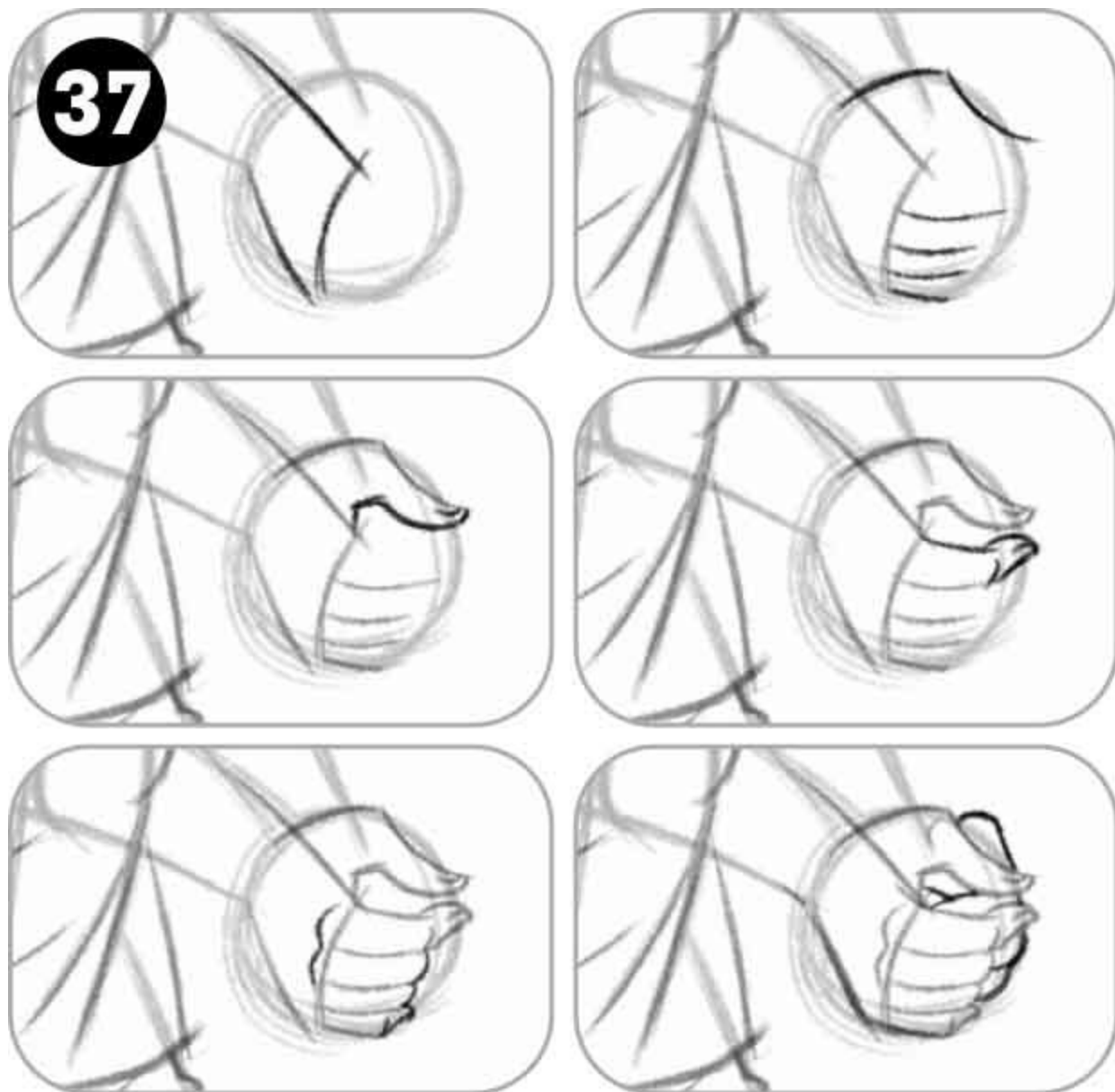
**35**



36. Create the shoes and socks.



37. Next are the fists. Follow the guides:



38. Refine the shape for the right arm:

38



39. Next is the left side.

**39**



40. Add more details to the shirt, then construct the ball.

**40**



41. "Blur" the ball, then add some shadows at the corners:

**41**



42. The finished version with shadings:



42



**FINISH!**



# ■ TUTORIAL #3:



AT  
THIS POSE  
THE HEAD AND  
LOWER BODY  
ARE FACING  
THE SAME  
DIRECTION!

# BASKETBALL PLAYER

## **WHAT YOU'LL LEARN:**

Another “switch” pose. This time viewed from below. In addition, every limbs are folded which caused many overlapping shapes.

## **ADDITIONAL HIGHLIGHTS:**

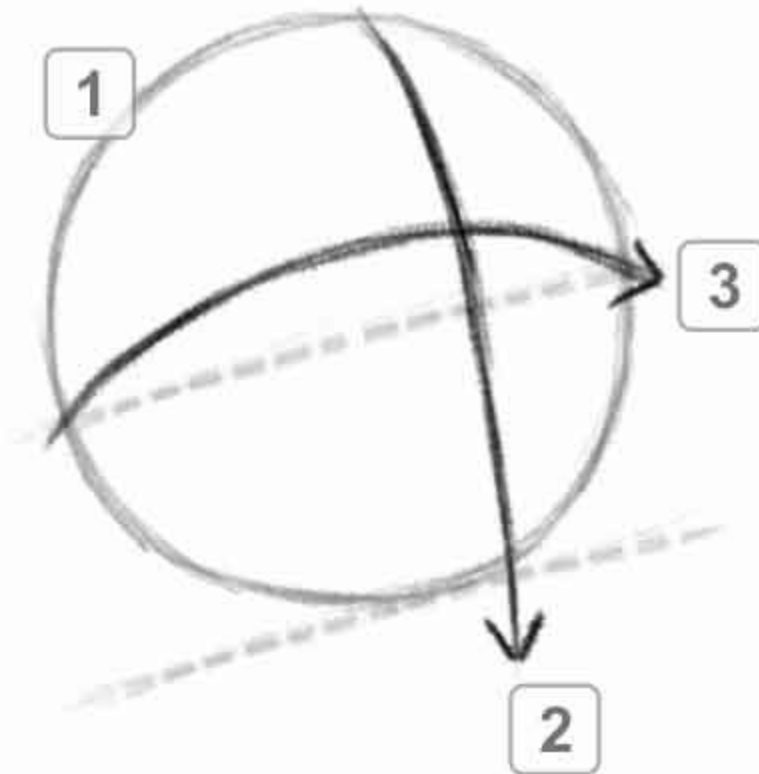
- New hairstyle.
- Drawing the bottom of a foot.
- Using wrinkles to emphasize a loose outfit.



1. Construct the basic shape of head.

**1**

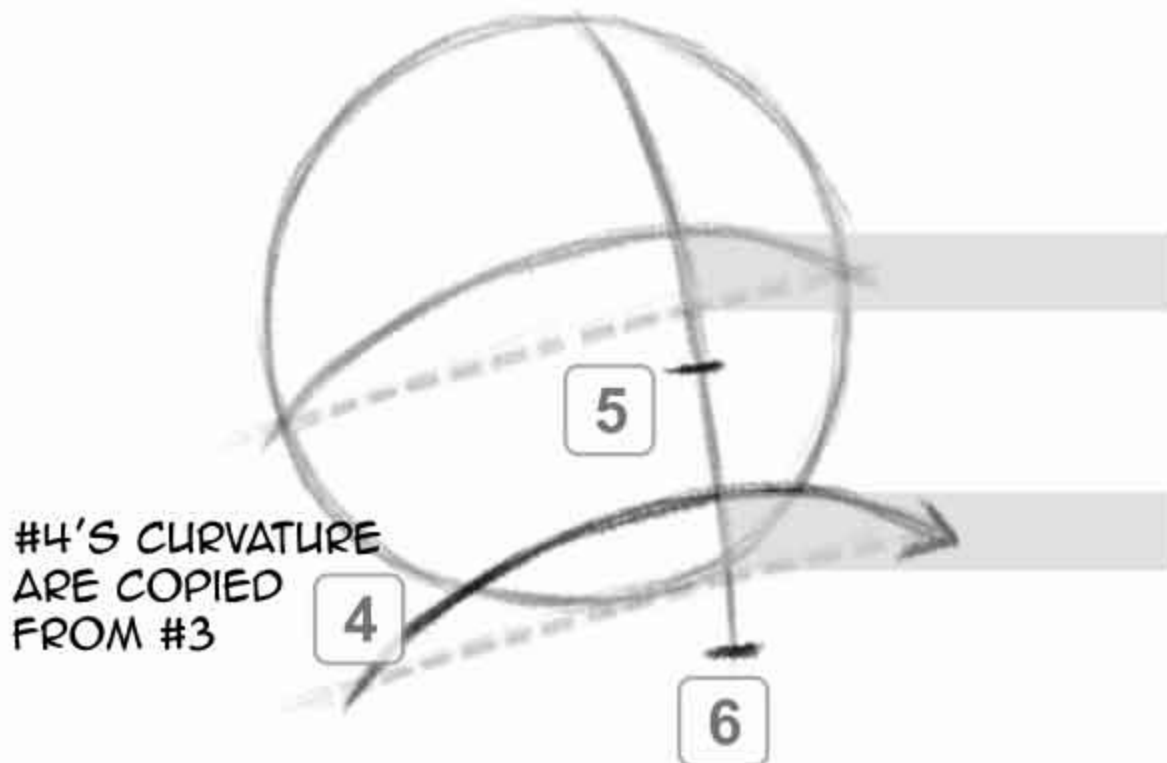
FOR THIS VIEW, I SUGGESTS YOU TO  
USE TWO STRAIGHT LINES AS A GUIDE  
FOR DRAWING THE REAL AXIS.



2. Calculate the proportion.

**2**

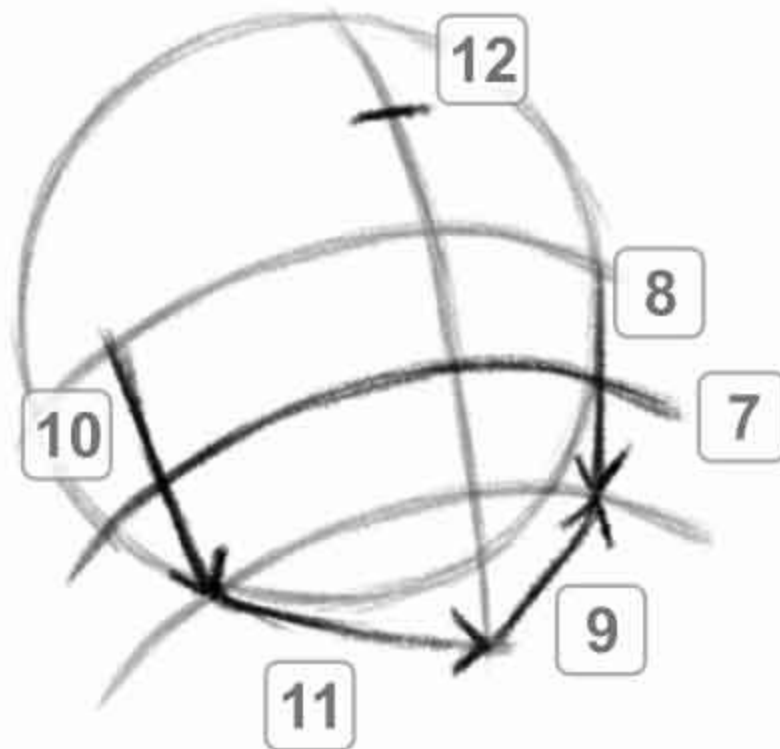
USE THE BOTTOM LINE TO  
CREATE CURVE #4.



AFTER FINDING #4, WE CAN ESTIMATE  
THE POSITIONS FOR #5 AND #6.

3. Create the rough shape of the face.

**3**



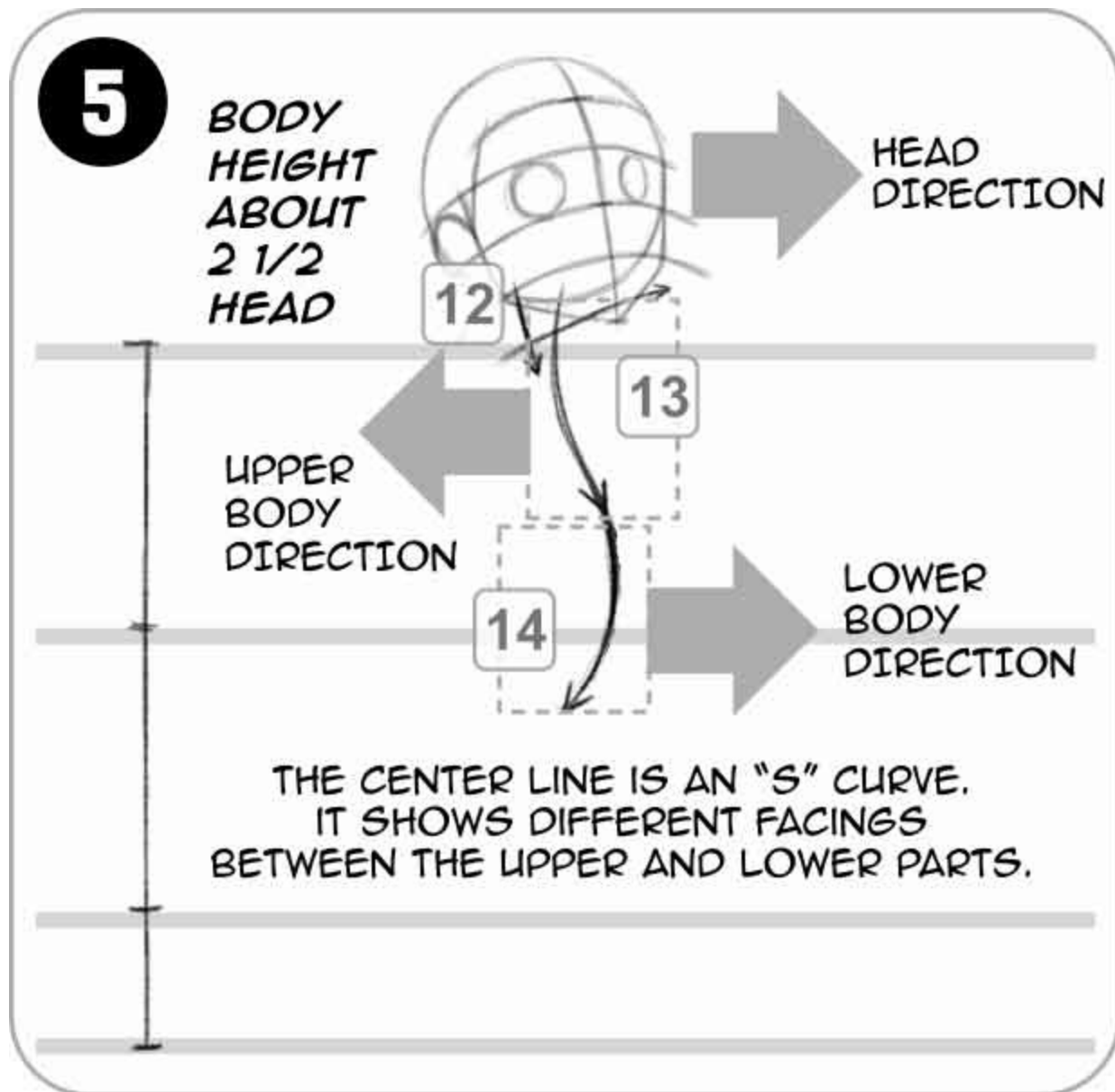
4. Draw circles for the eyes and an ear. Add a hairline.



4



5. Measure the figure's height.



6. Next, start constructing the upper body by placing two curves.

**6**



7. Construct the right leg.

**7**



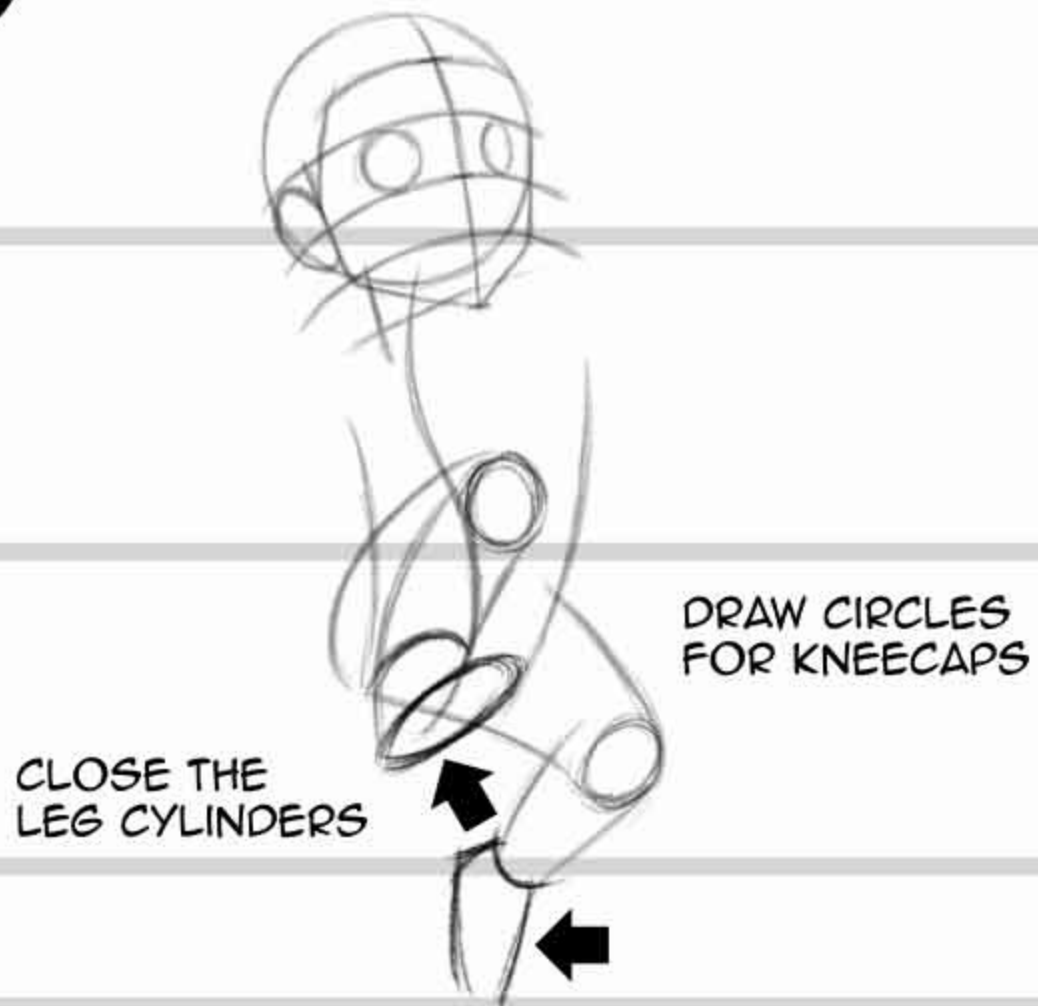
8. Rough form for the left leg.

8



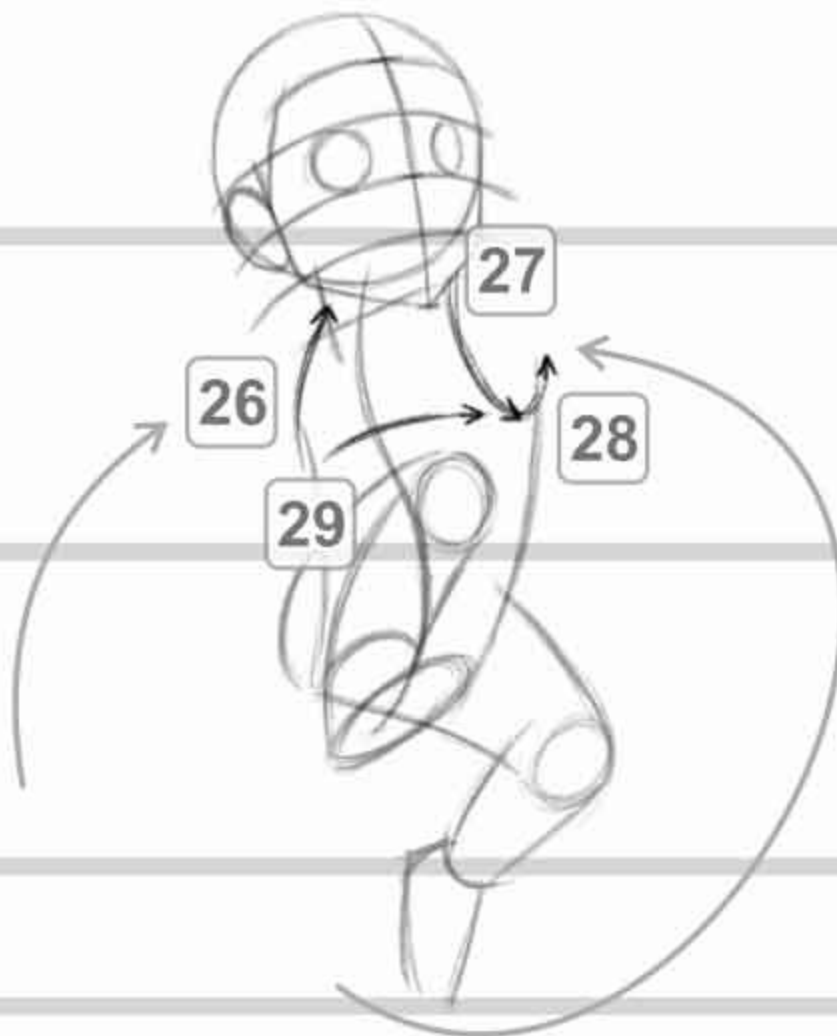
9. Draw an oval to represent the bottom of the right foot.

9



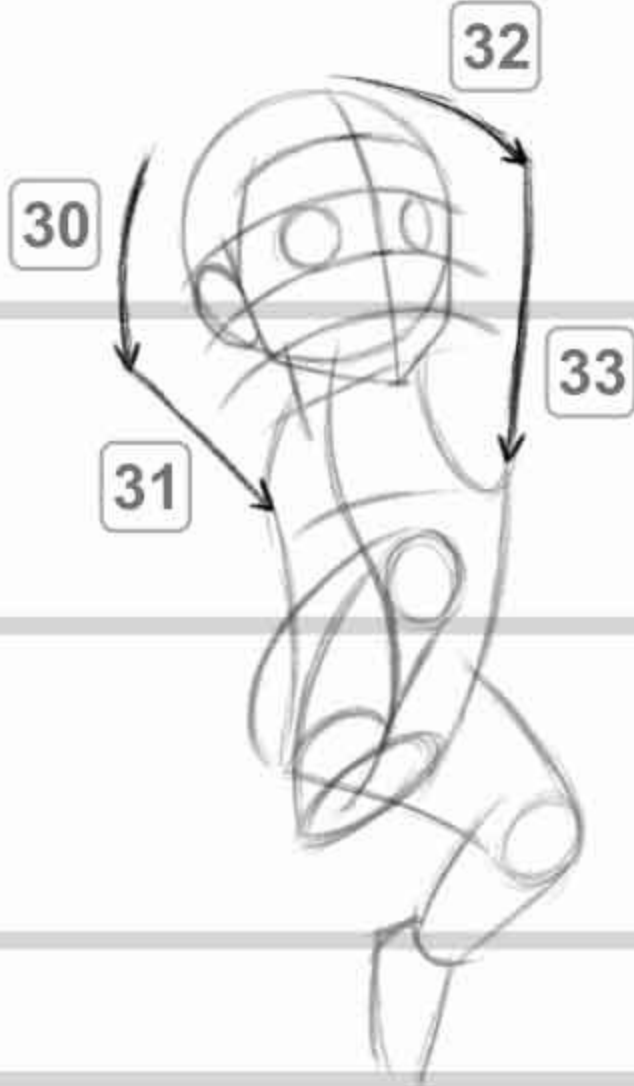
10. Form the chest area.

**10**



11. Draw these lines to mark the edges of the arms.

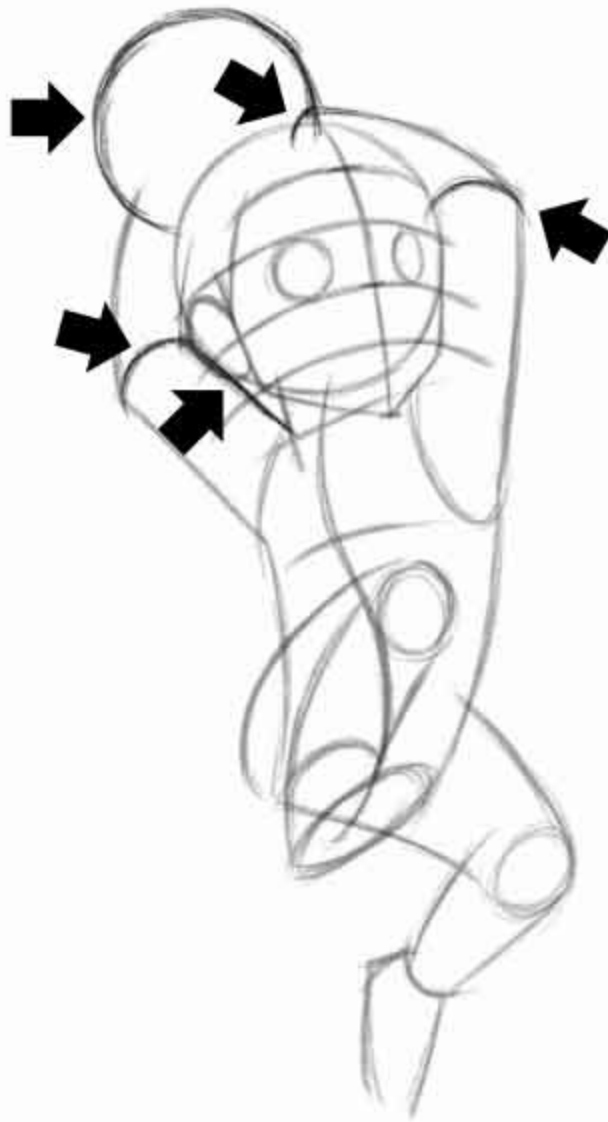
**11**



12. Develop them into cylinders then add a circle for the basketball.

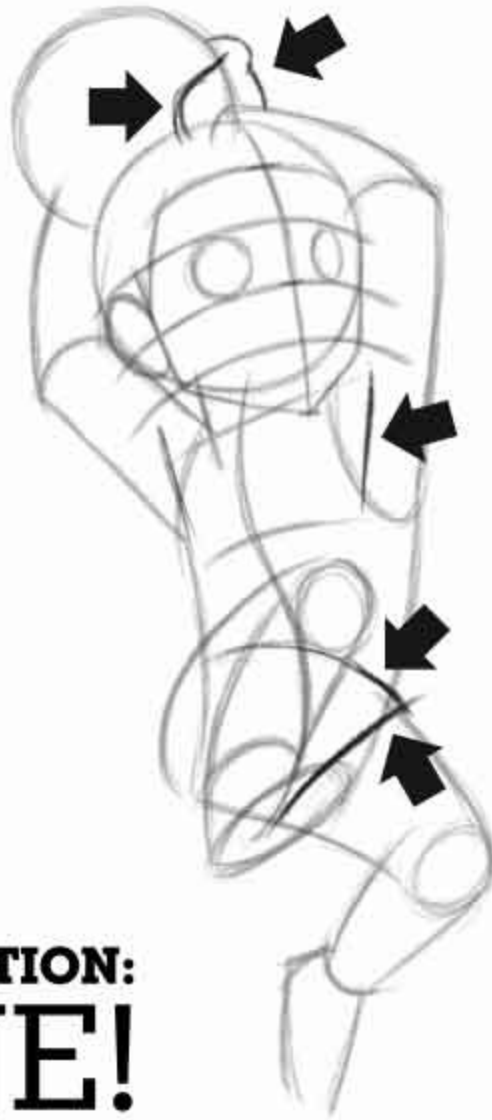


**12**



13. Finish the construction by creating these lines:

**13**



**CONSTRUCTION:  
DONE!**

14. Let's start refine our drawing. Begin from the eyes.

**14**



15. Draw the brows, a nose and a line to mark the length of the mouth.

**15**



16. Form the mouth, then thicken the eyelashes.



17. Refine their details as follows:

**17**

BROWS ARE  
THICKER THAN  
FEMALE'S.

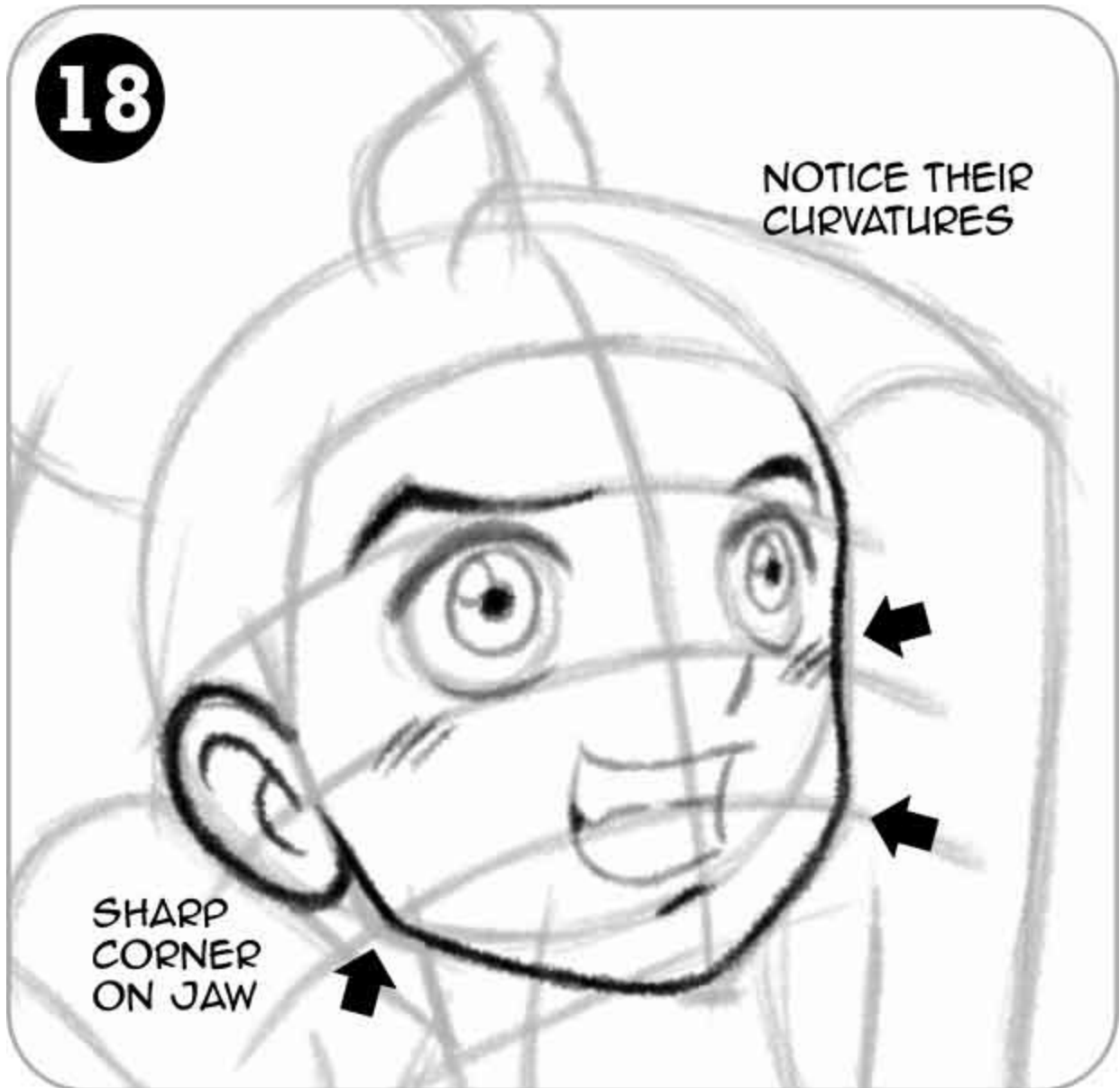


18. Shape the edges of his face afterward.

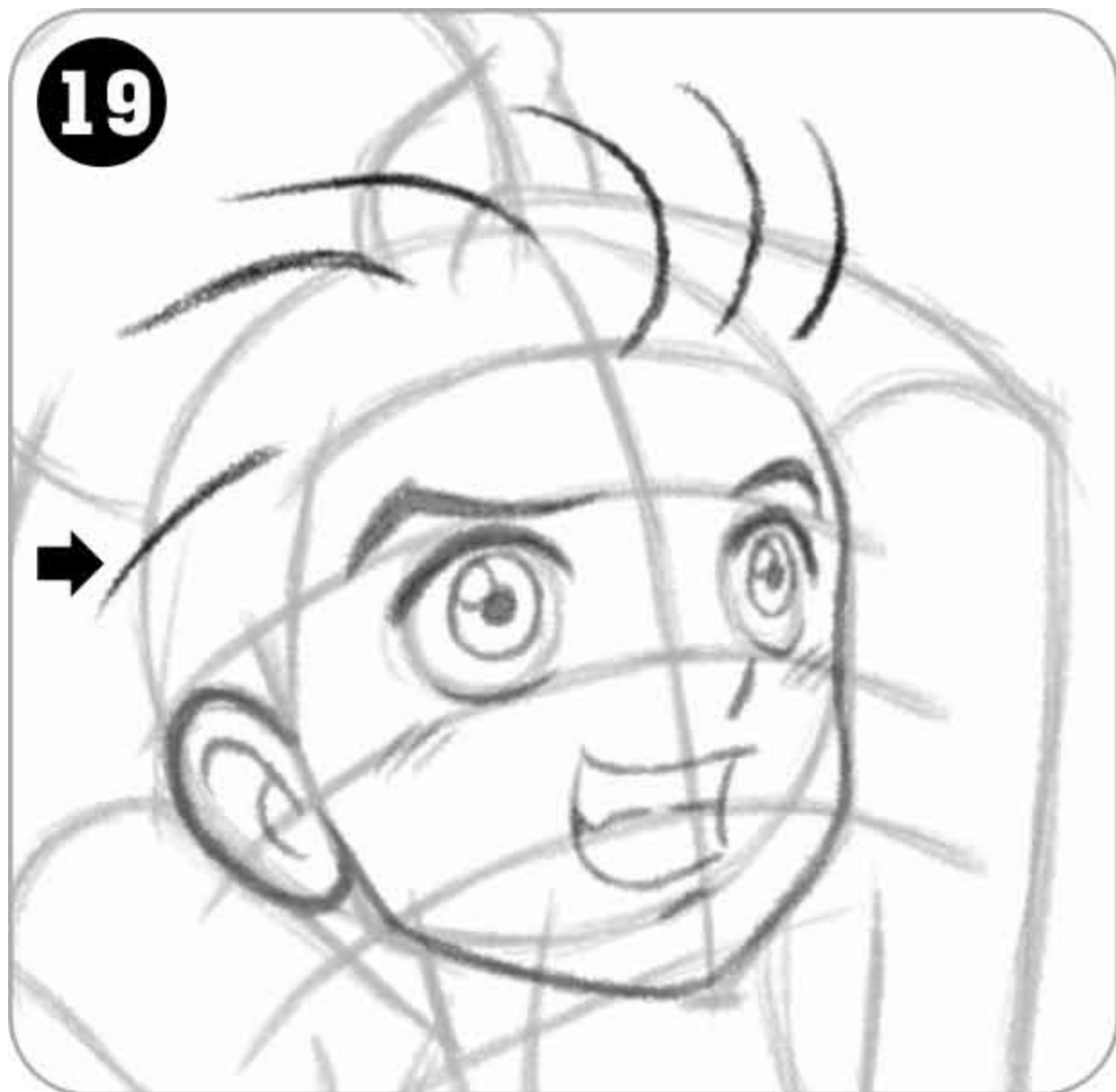
**18**

NOTICE THEIR  
CURVATURES

SHARP  
CORNER  
ON JAW



19. "Combs" these lines to shape the hair.



20. Make these edges into spikes. Add more strands.





21. Finish the shape of these bangs.

**21**



22. Erase the unused lines, then let's move on to the body.

22



TAKE NOTICE ON  
THE COLLARBONE'S  
ANGLE ON THIS SIDE.

23. Constructing his uniform.

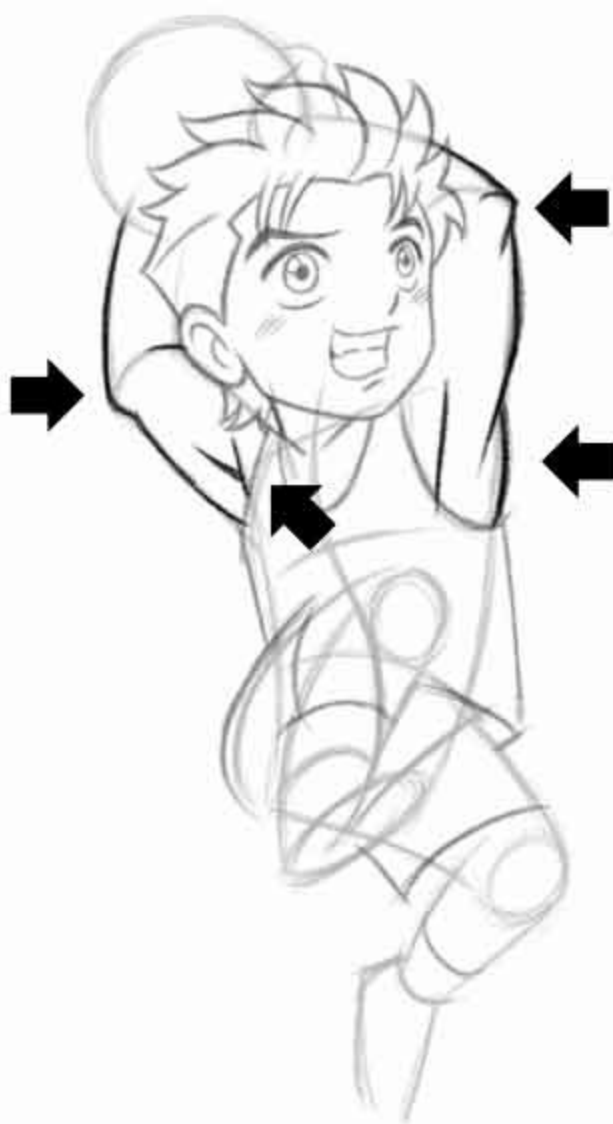
**23**

THESE ARE  
JUST  
SIMPLE  
CYLINDRICAL  
SHAPES.



24. Shape the arms' muscles.

**24**



25. Begin shaping the right leg.

**25**



26. Guide to shape the right foot.

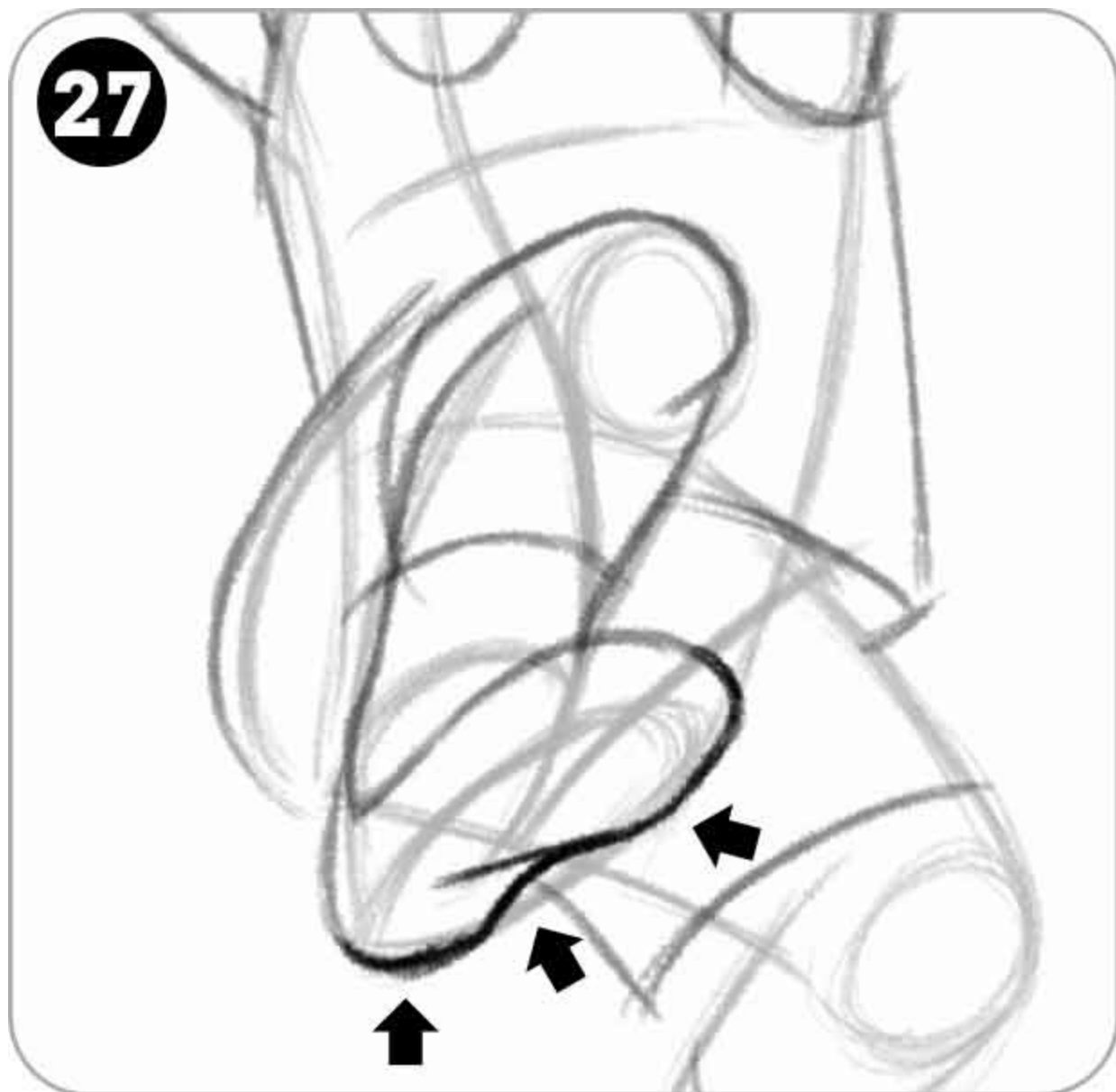
**26**

SLIGHTLY  
PROTRUDING  
BONE



27. Start from the edges.

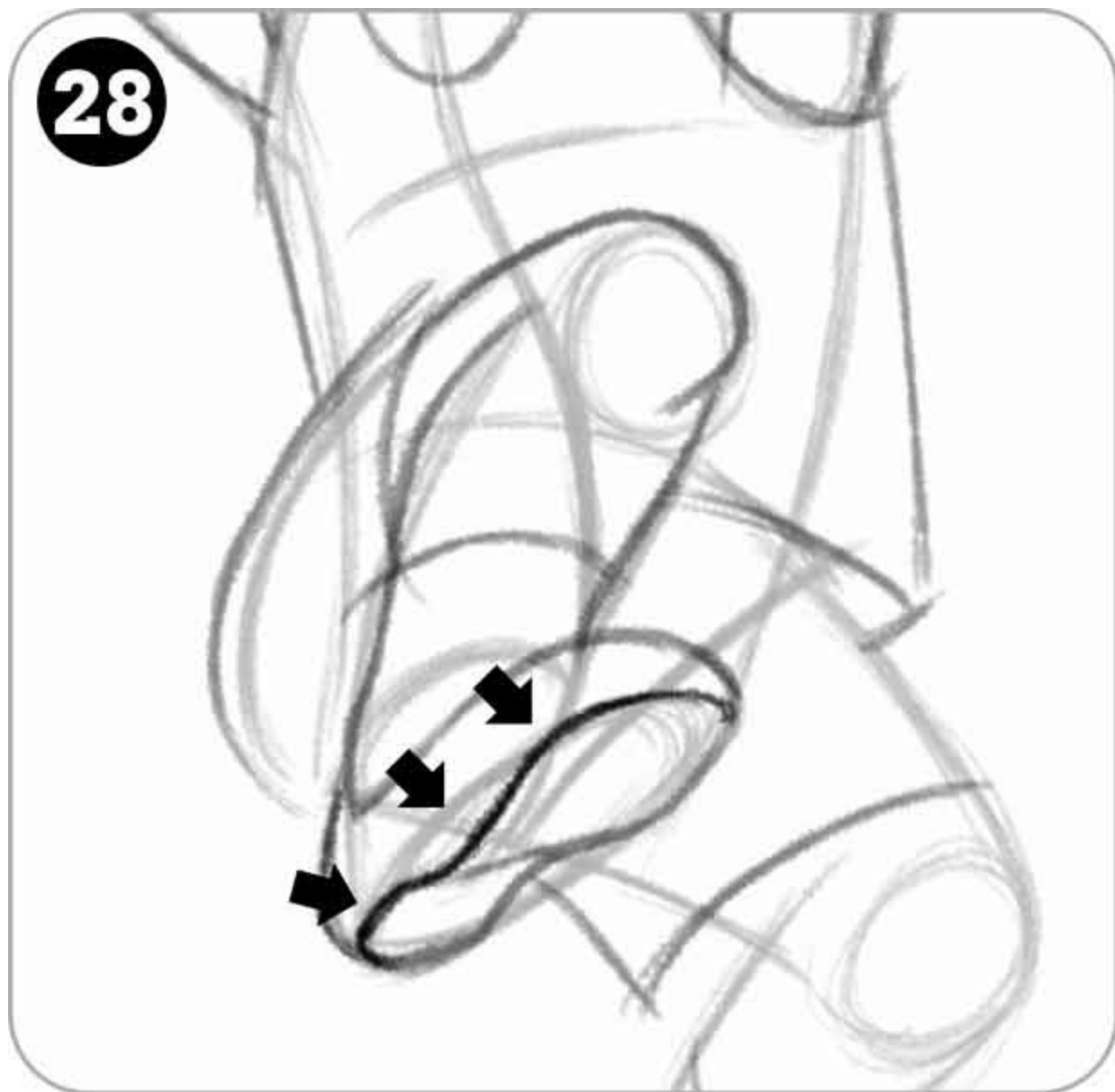
**27**



28. A stroke to clearly mark the surfaces.



**28**

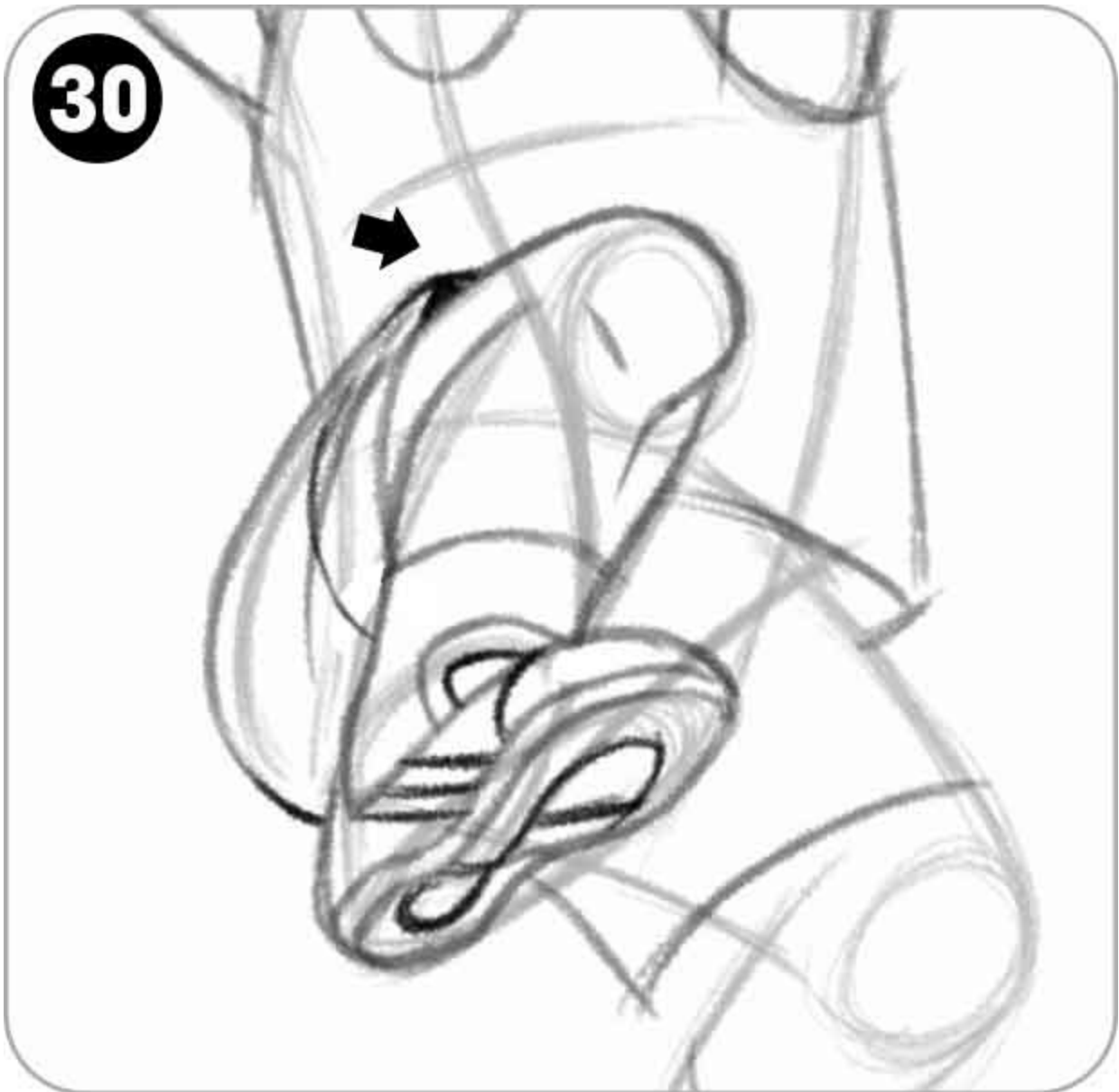


29. Refine the inner details. Follow the previous lines.

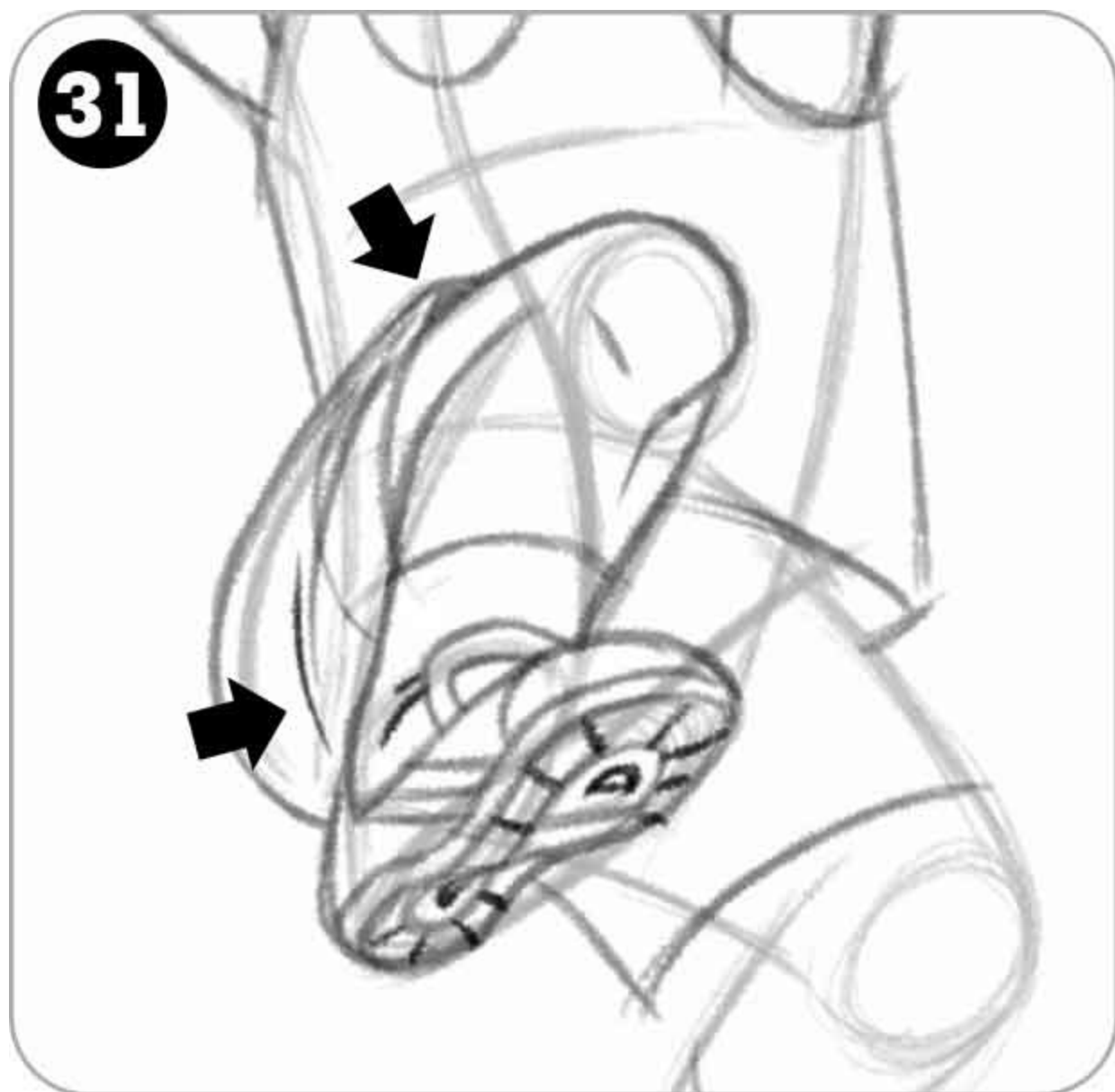
**29**



30. Add even more details.



31. Draw some more details to the sole.

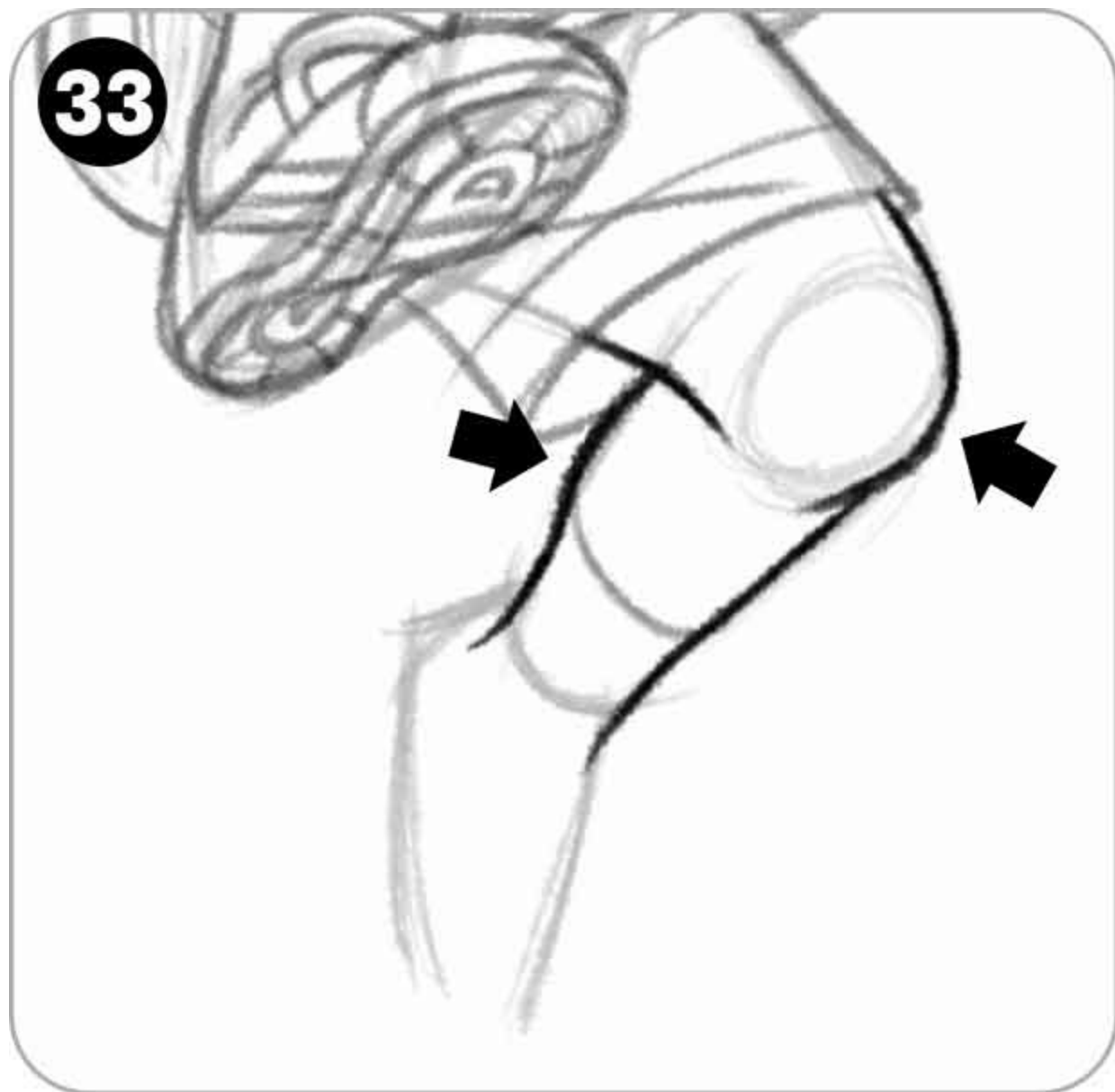


32. Next, move on to the left side, starting from the pants.

**32**



33. Here's how to shape the left leg.



34. Continue to the shoe.

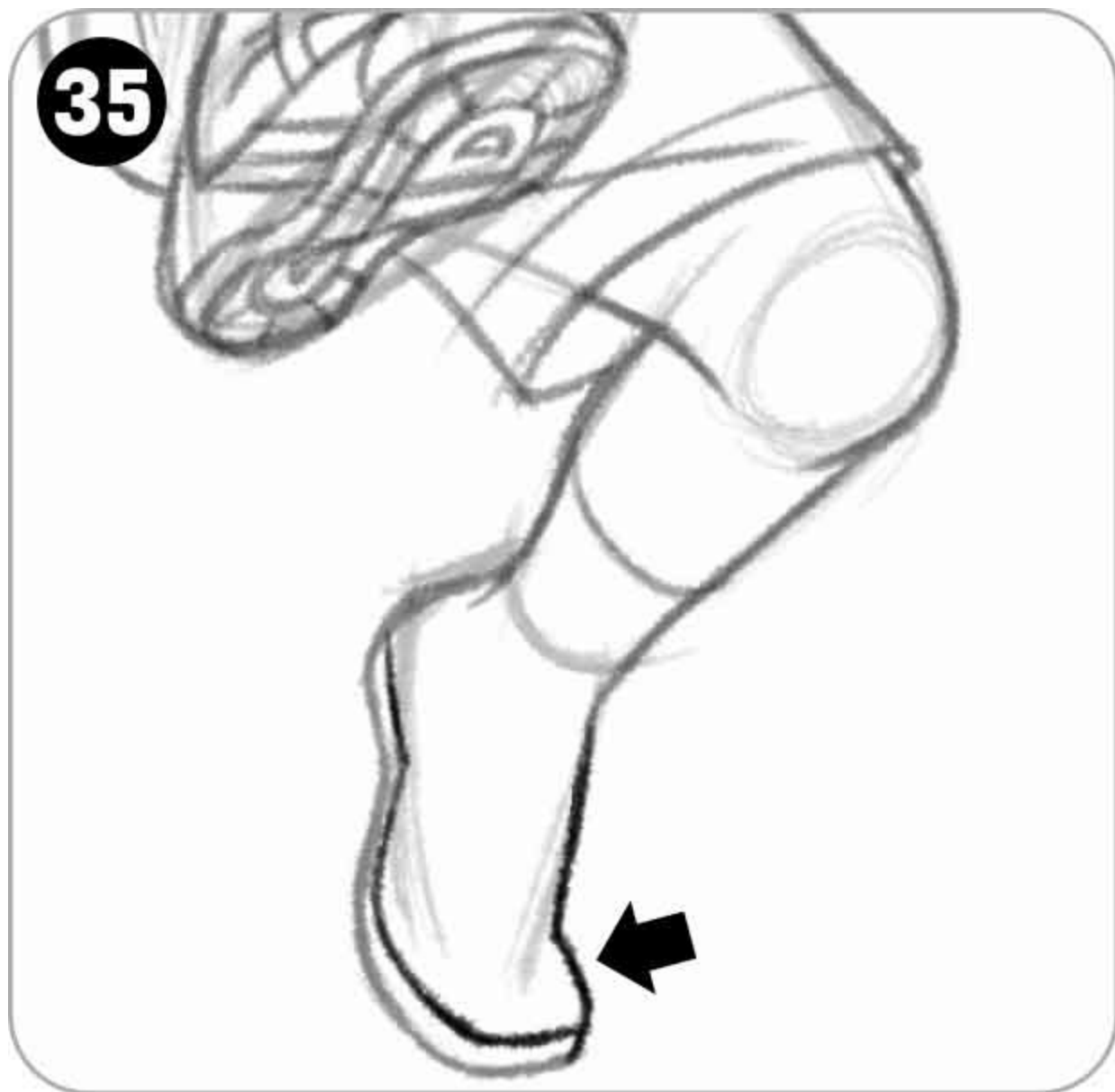
**34**

HEEL



35. Draw the sole, bend the toes a little.

**35**



36. Draw the shoe's tongue.



**36**



37. Draw the shoelace and stripes.

**37**



38. Next, add these folds on the loose shirt.

**38**



39. Refine the shirt some more.

**39**



40. Add details to the ball and the left hand.

**40**



41. Fill the hair and add shadows on these corners.

**41**



42. The finished result with shadings applied.

42



**FINISH!**





# ■ TUTORIAL #4:



## **WHAT YOU'LL LEARN:**

Almost an entirely reversed situation from previous chapter. Most of the limbs are now extended outward and the loose shape is placed on the skirt.

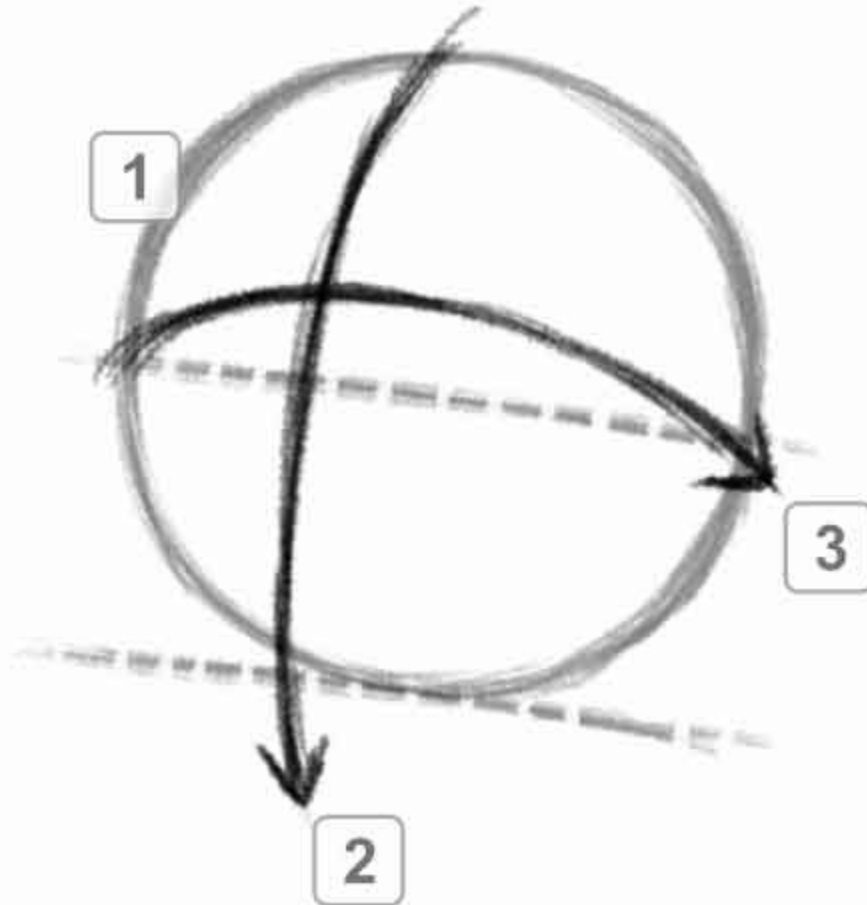
## **ADDITIONAL HIGHLIGHTS:**

- New hair.
- Fluffy skirt.
- Simple shapes for the pom poms.



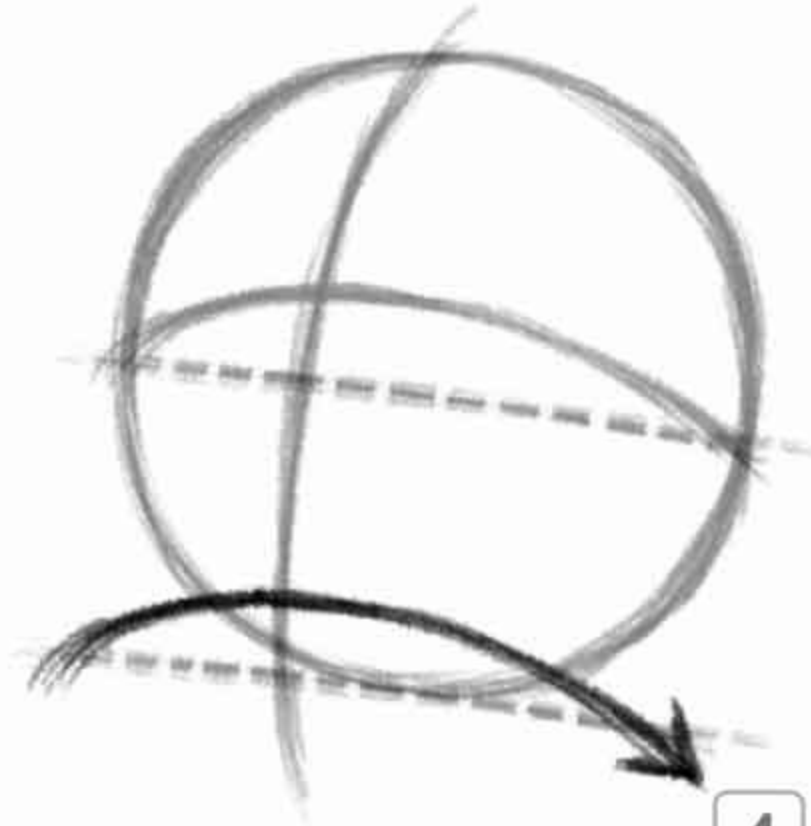
1. Construct a basic shape for the head.

**1** ONCE MORE, LET'S USE A COUPLE STRAIGHT LINES FOR DETERMINING THE AXIS.



2. Draw the mouth and jaw line.

2



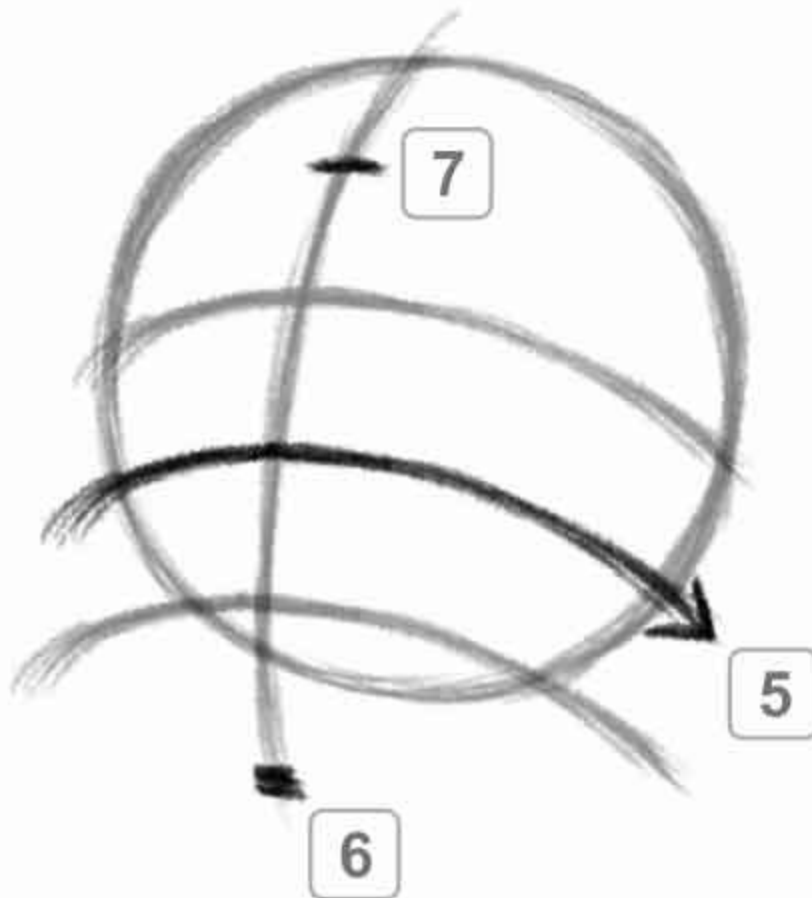
#4 IS A COPY FROM #3

4

3. Find the proportion.

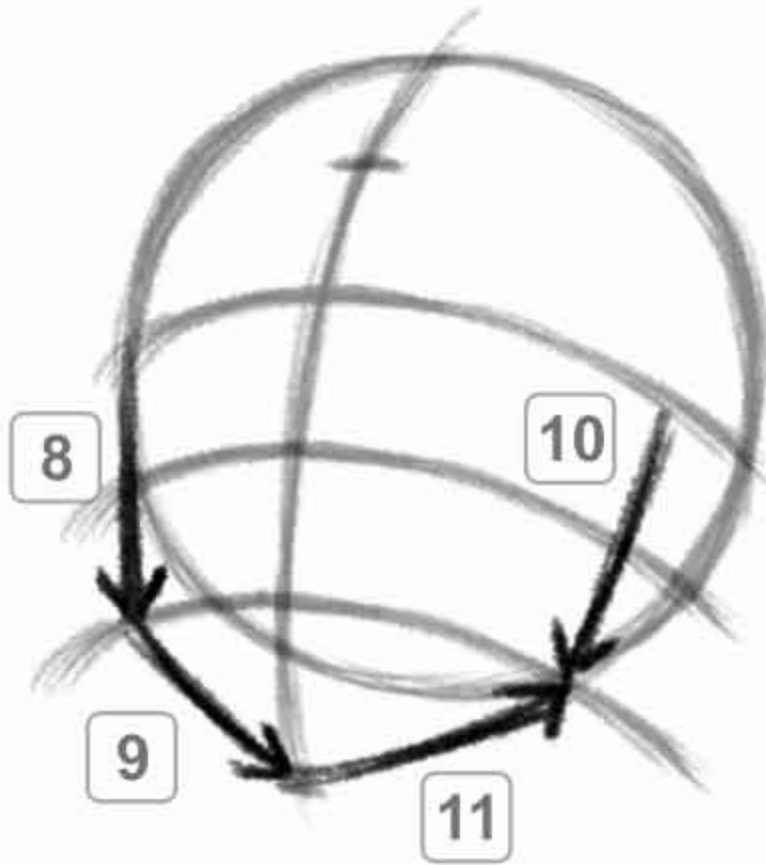
**3**

DIVIDE THE LENGTH BETWEEN #3 AND #4  
TO FIND THE POSITIONS OF #5 THEN #6.



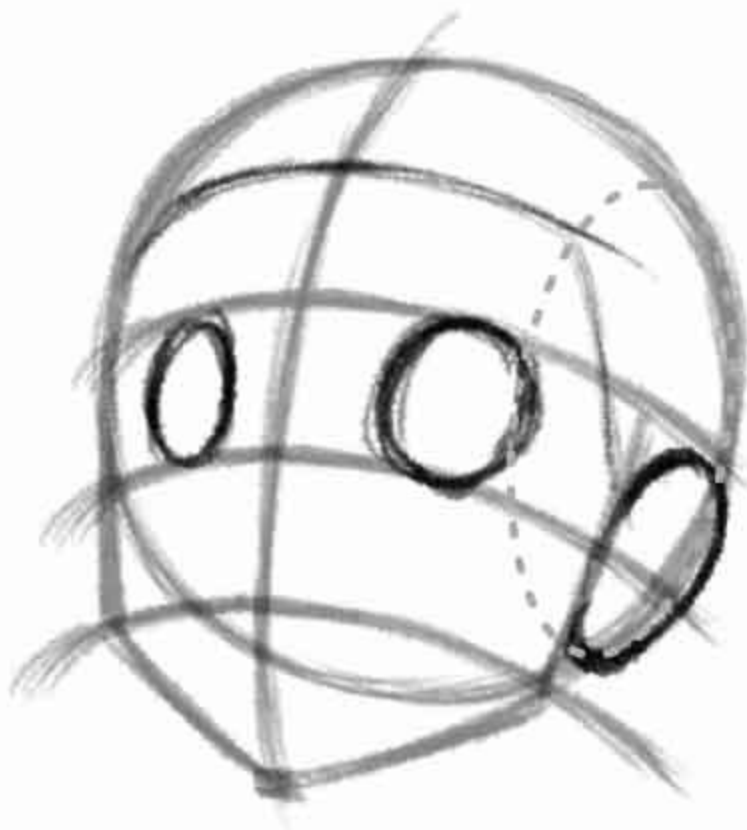
4. Form the shape of her face.

**4**



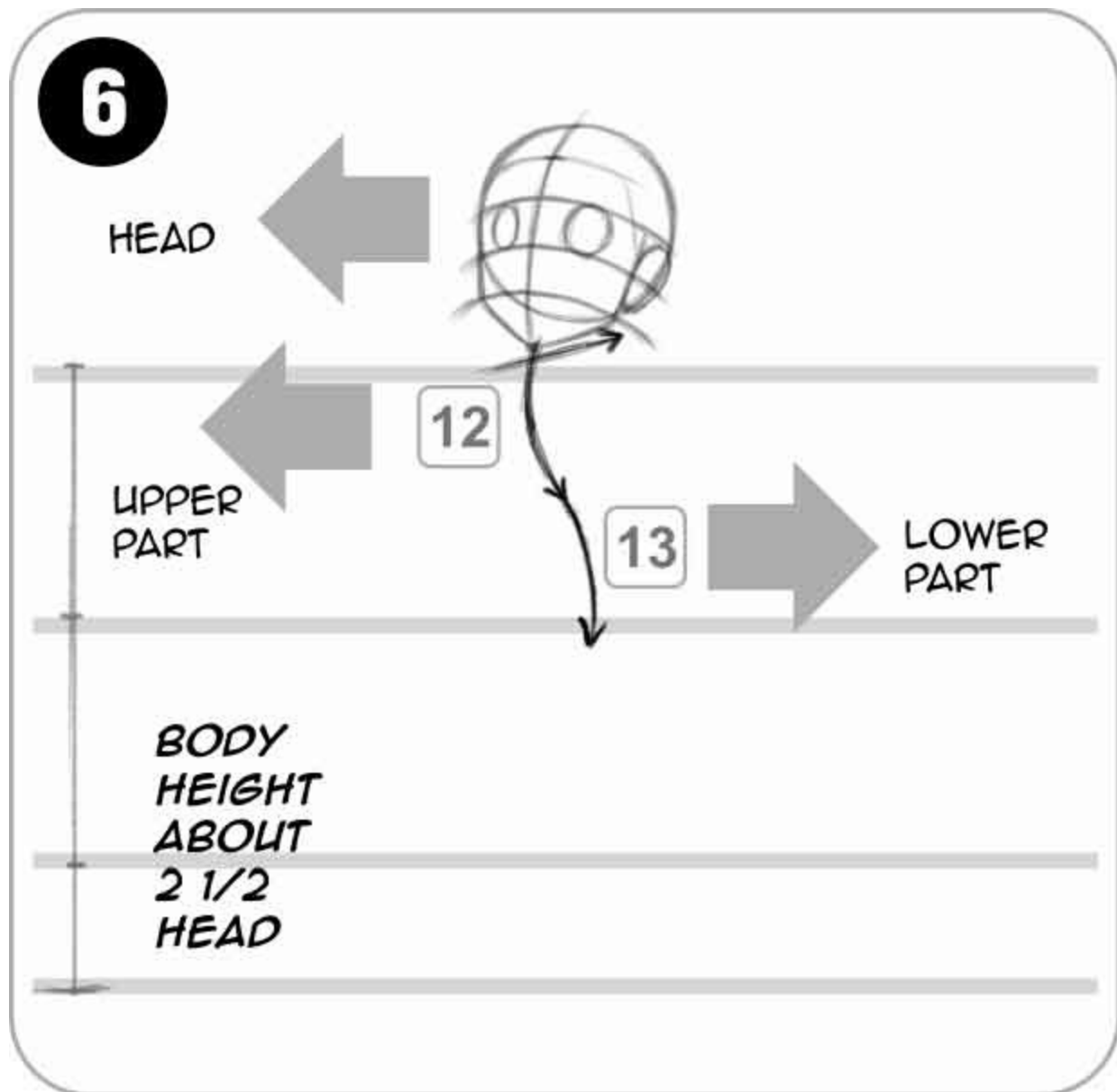
5. Draw the eyes and an ear then add a hairline.

**5**



6. Measure the height and directions of every sections.





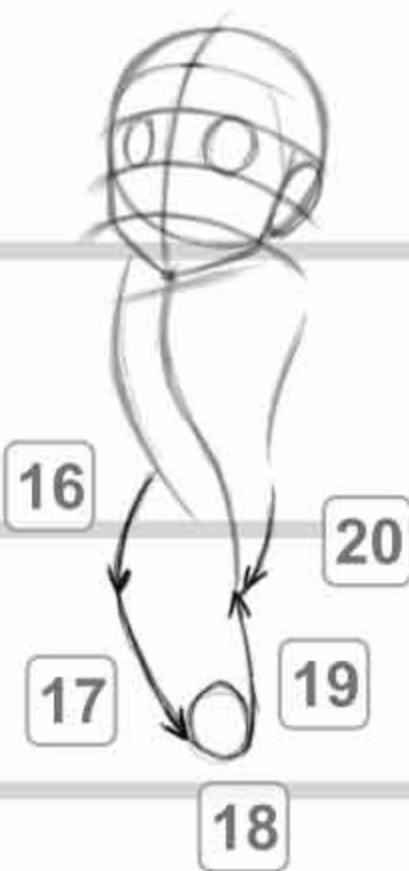
7. Begin forming the body. Create a broad outline first.

**7**



8. Follow the center line's rhythm to construct other parts.

8



9. Add another cylinder for the leg.

9



LINE #22 HELPS US TO  
MEASURE THE BALANCE

10. Then draw these lines to form the lower left leg and feet.

**10**

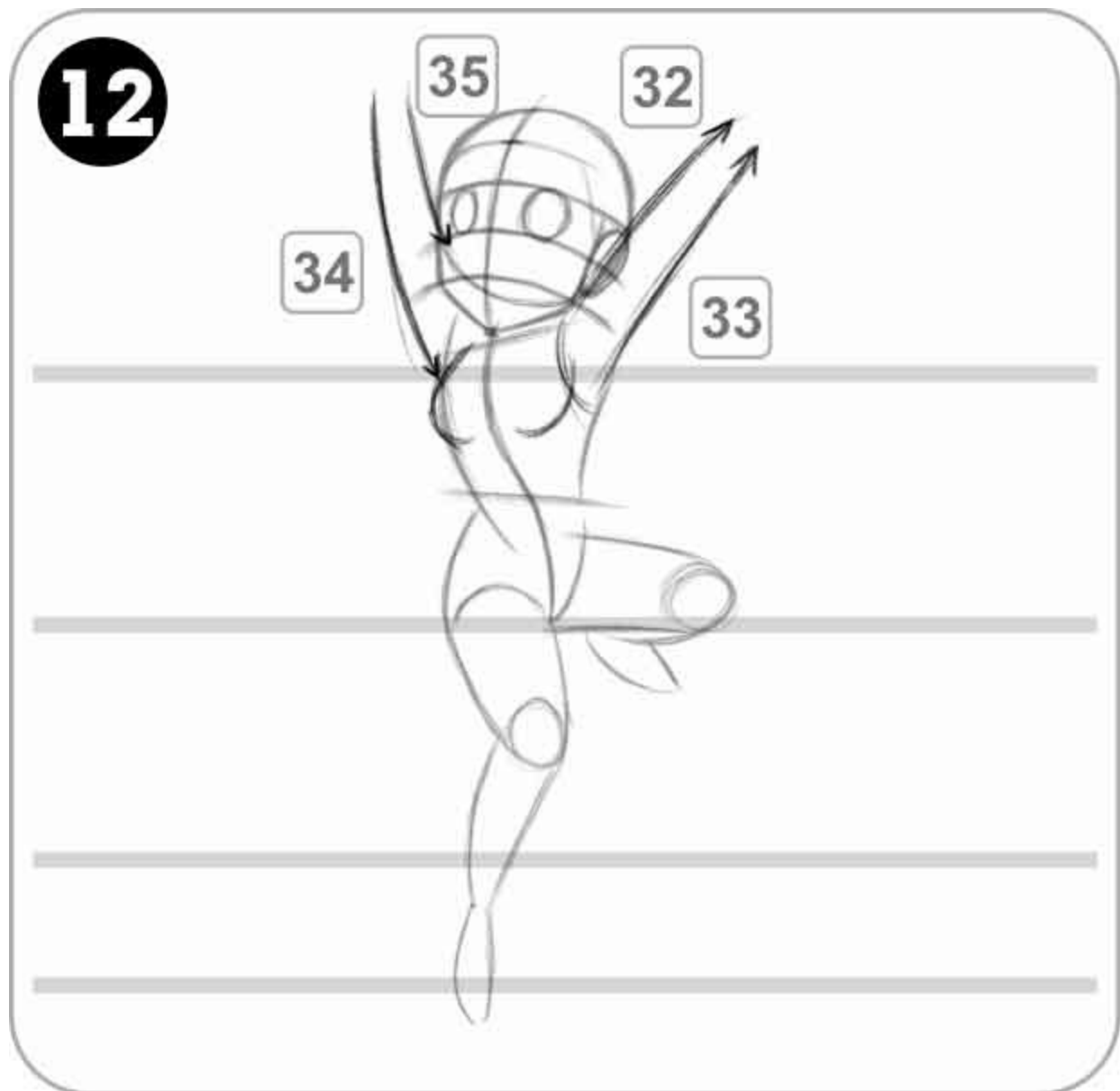


11. Follow the picture below to create the right part.

**11**



12. Draw the arms and construct the shape of her chest.



13. Draw these curves to transform the arms into cylinders.

**13**



14. The general shape for the pom poms.



**14**



**CONSTRUCTION:  
DONE!**

15. Start refining from the eye frames.

**15**



16. Create the brows and irises, then thicken the eyelashes.



17. Draw the nose and add more details to irises.

**17**



18. Draw a big, spirited smile :).

**18**



19. Construct a “wrapper” then draw the strands.

**19**

SIDE CLUMP

HAIR BANGS



20. The way the hair parts determine the shape of its strands.



21. Develop those lines into spiky strands.

**21**

DIVERSE THE LENGTH  
BETWEEN EACH SPIKES



22. Shape the face and give details to the ear.



**22**



23. Clean up the unused lines. Construct her clothing.

**23**

NOTICE THE  
BROAD SHAPE  
OF HER SKIRT.



24. Since it's a tight shirt, we can just follow the general shape of her body.

**24**



25. Continue refining the details.

**25**



26. Start detailing the skirt.

**26**

FOLLOW THE  
GENERAL  
DIRECTION OF  
THE THIGHS



27. Spread the folds evenly.

**27**

NOTICE  
THE WAY  
THEY'RE  
SPREADING



28. Close every fold with an S curve.

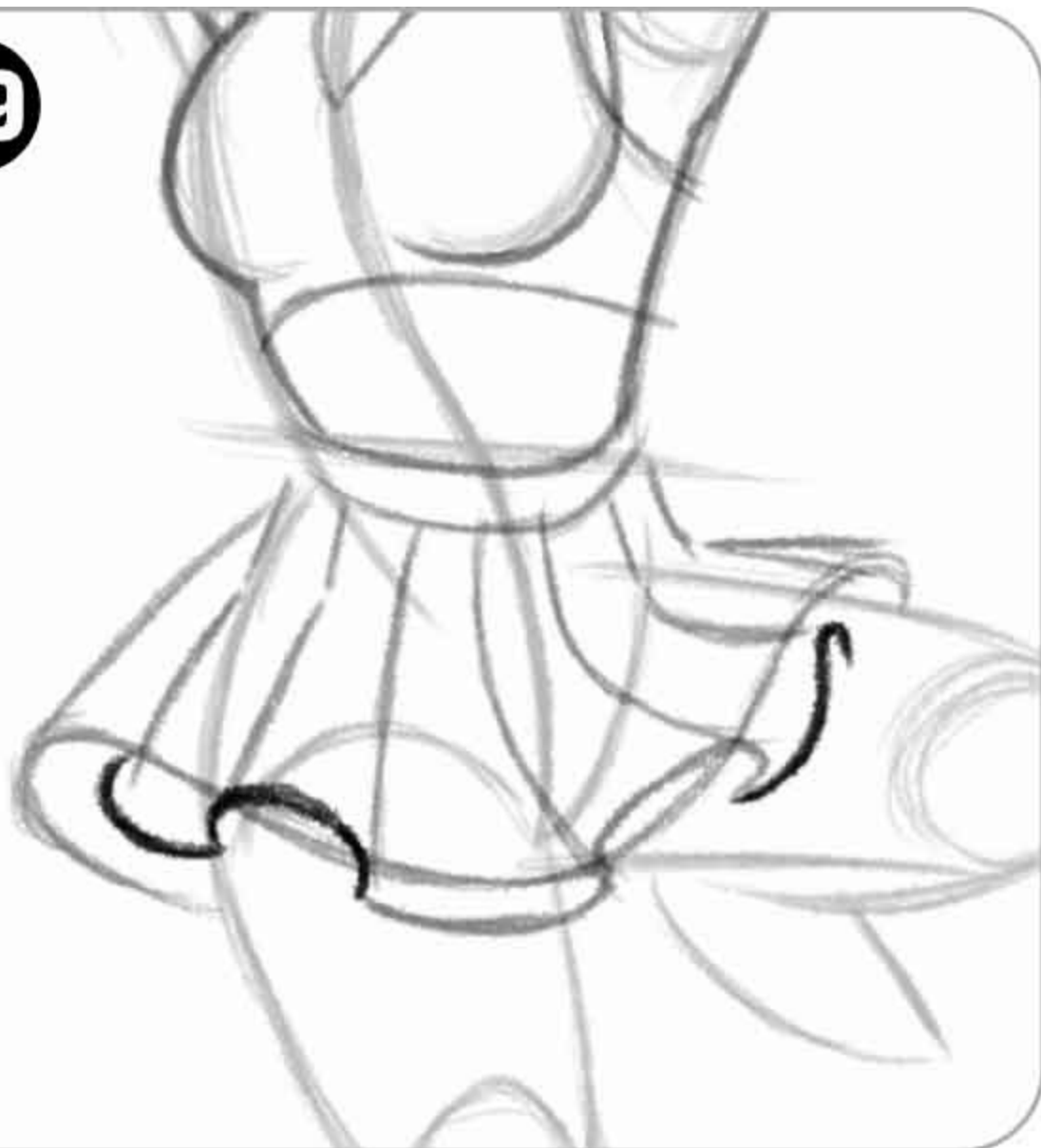
**28**



ASSUME EVERY WAVE LIKE THE ALPHABET "S".

29. Connect every S curve to form a wavy edge.

**29**



30. Follow the picture to create the outer right edge.

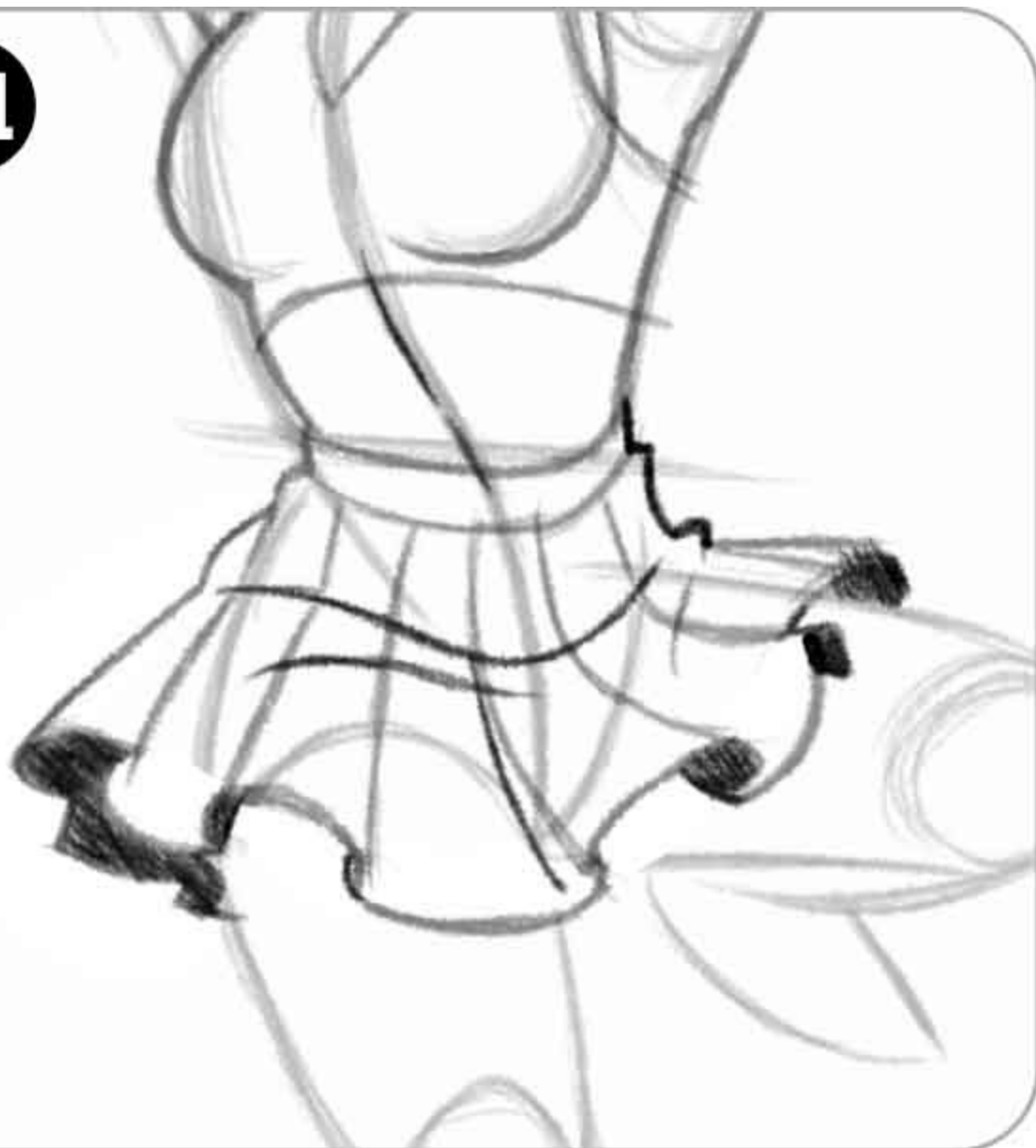


**30**



31. Draw the left side and add some folds, then block these areas:

**31**



32. Here's a guide to shape the right leg.

**32**



33. Use an “S” for the outline of this leg.

**33**



34. Steps for shaping and detailing the right shoe.

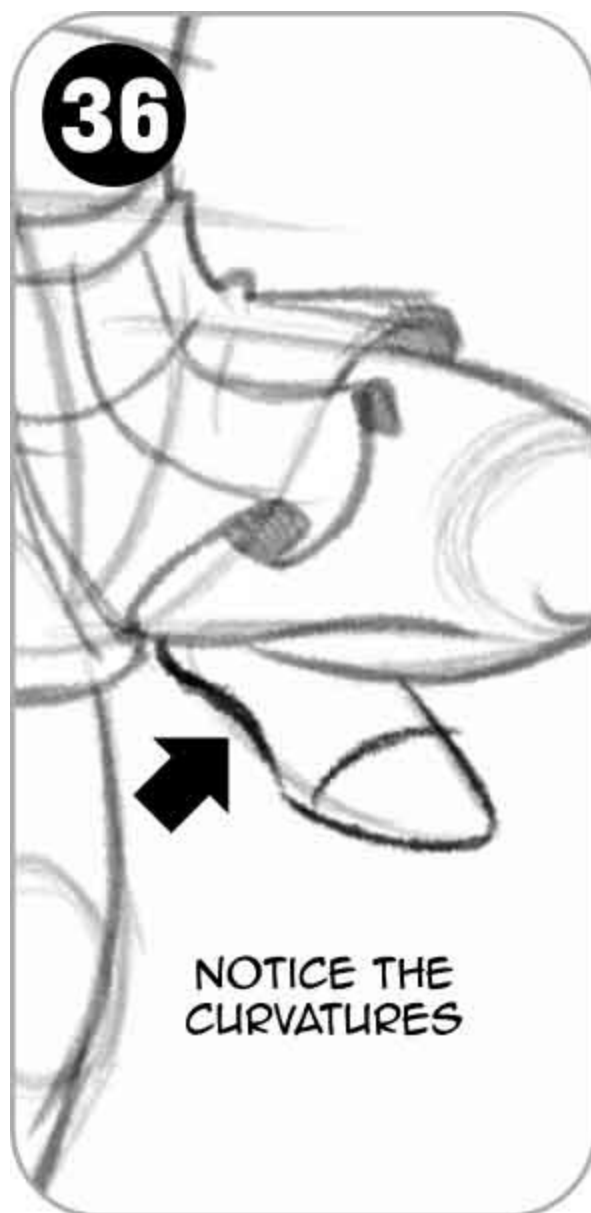


35. Shape the left thigh.

**35**

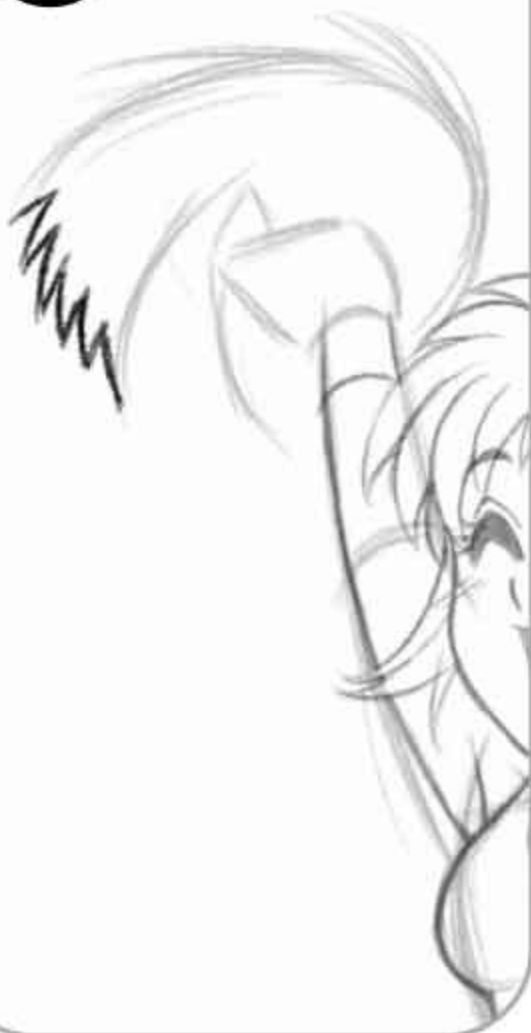


36. Here's guide to draw the left shoe.



37. Steps for shaping the pom poms.

**37**



38. Refine the outlines for other pom pom.



**38**



39. Fill them with several hatching afterward.

**39**



40. Add some more details to the shirt.

**40**



41. Add some shadows at these corners like usual.

**41**



42. The final result with shadings applied.

42



**FINISH!**



# ■ TUTORIAL #5:



## **WHAT YOU'LL LEARN:**

The first tutorial for the fold-type twisting pose. The extremity of the fold is emphasized by the muscle's outlines to suggest a certain direction of movement.

## **ADDITIONAL HIGHLIGHTS:**

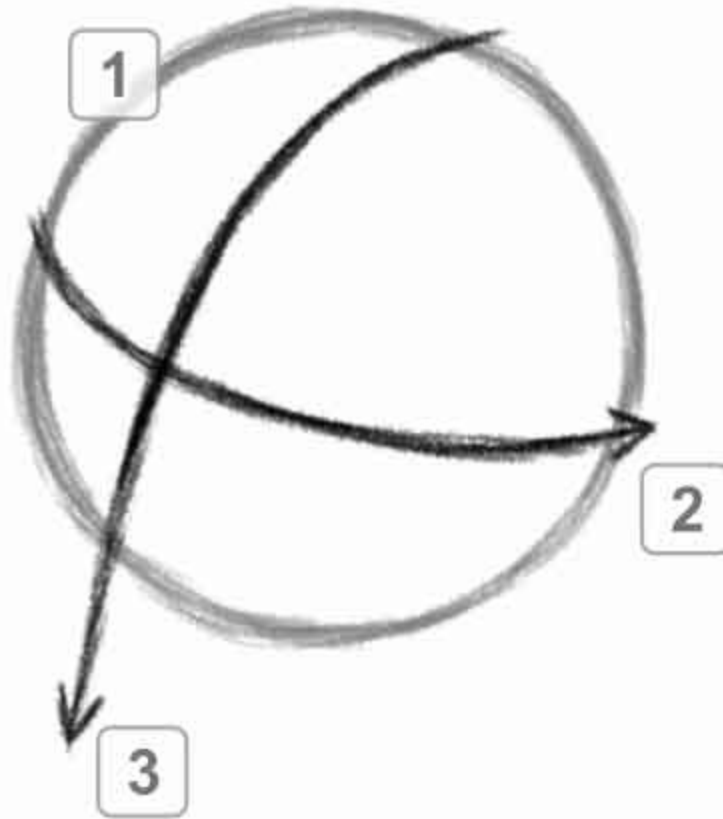
- Another hairstyle.
- Learn the basic shape of upper body muscles.
- Blur effect for a fast punch.





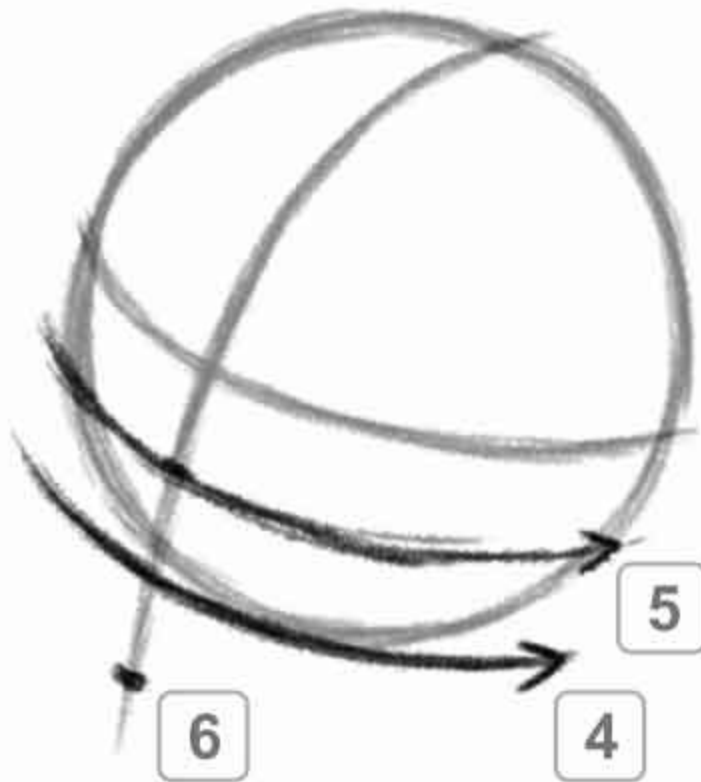
01. Start by constructing the head.

**1**



02. Find the facial proportion by dividing the circle like shown.

**2**



THIS TIME IT'S A BIT DIFFERENT. USE THE DISTANCE BETWEEN #3 AND #4 TO FIND #5 AND #6.

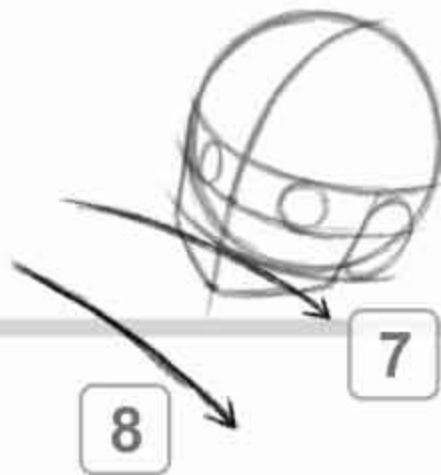
03. Form the outer edges of face. Draw three circles for both eyes and the left ear.

**3**



04. Measure the height using head units.

**4**



THESE LINES ARE FOR  
THE UPPER LEFT ARM.  
THEY CAN ALSO BE  
USEFUL TO DEFINE THE  
DIRECTION OF A TWIST.

*BODY  
HEIGHT  
ABOUT  
2 1/2  
HEAD*

05. Draw the center line. It also shows the body's direction.

**5**



06. Start shaping the upper body using these curves.

6

FRONT SIDE  
OF THE  
UPPER  
BODY.

11

12

REAR  
SHOULDER

07. Draw the right thigh. It's shaped almost like a tube.

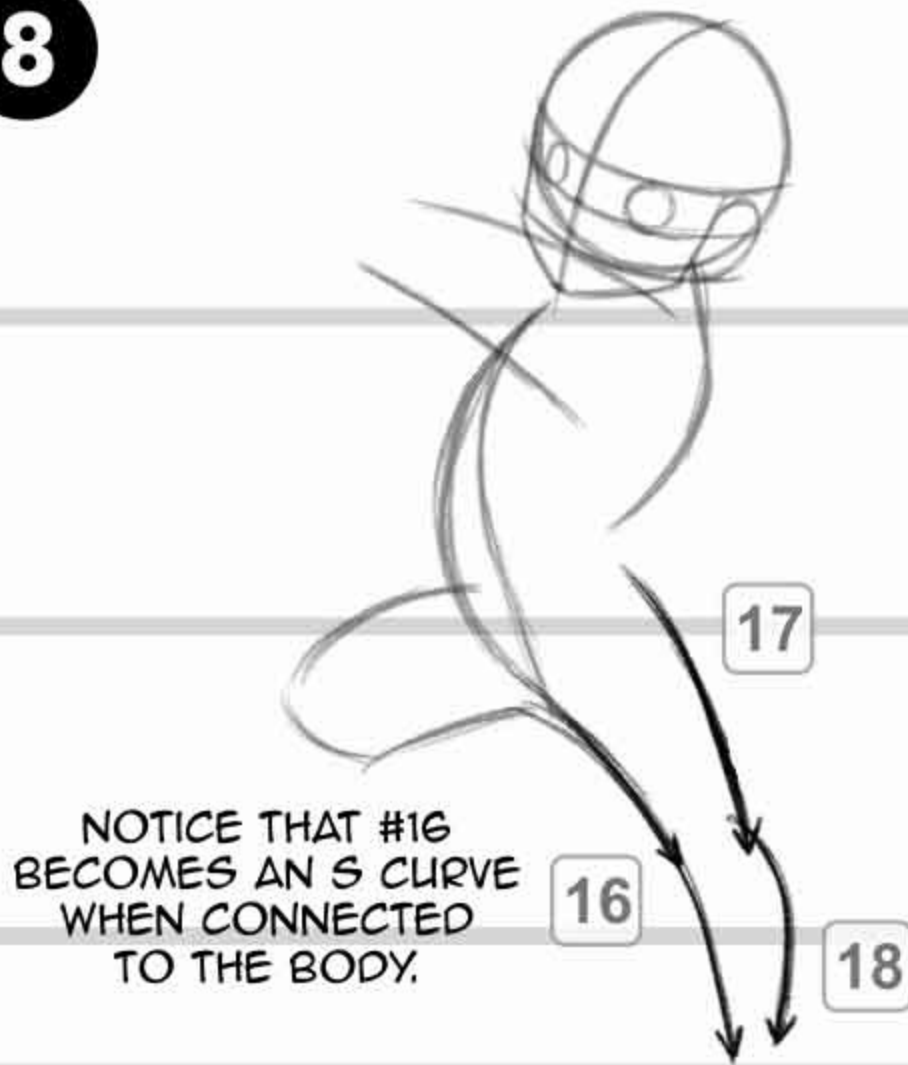
**7**



08. Draw these curves to form the left leg.

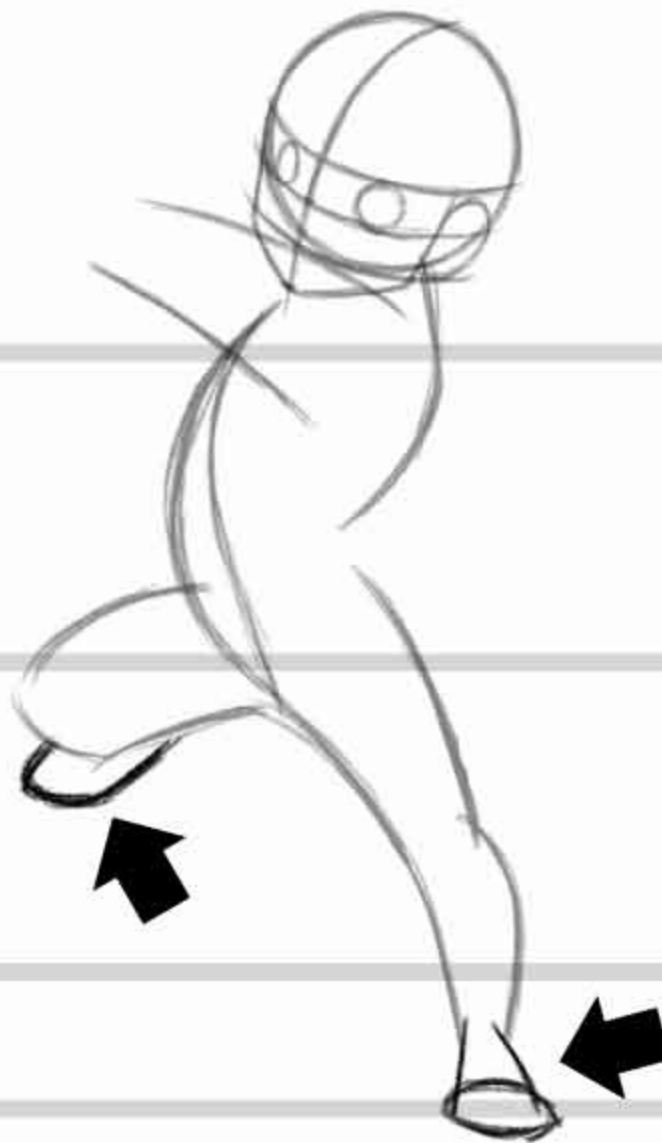


8

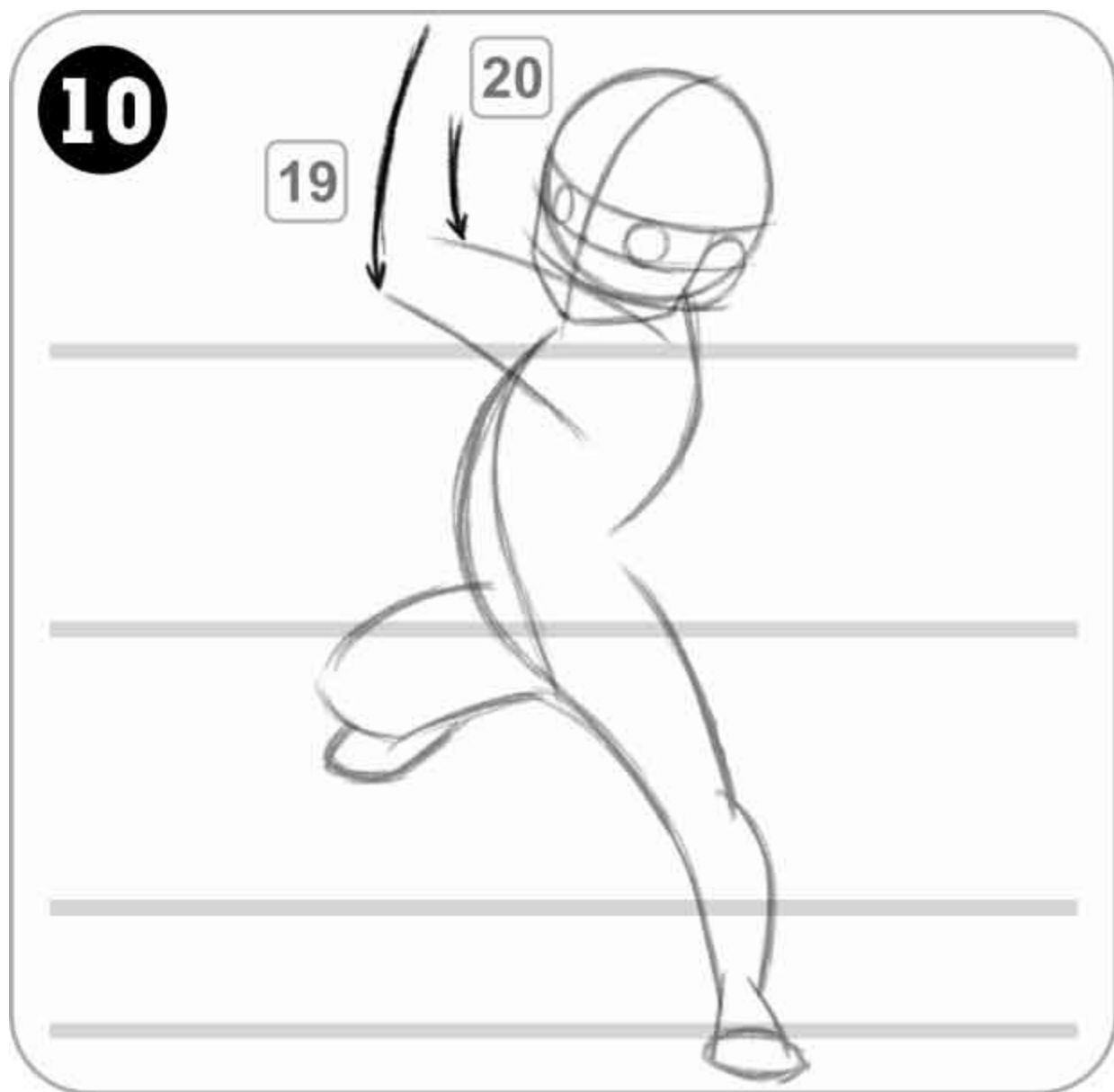


09. Finish the legs construction by drawing the feet.

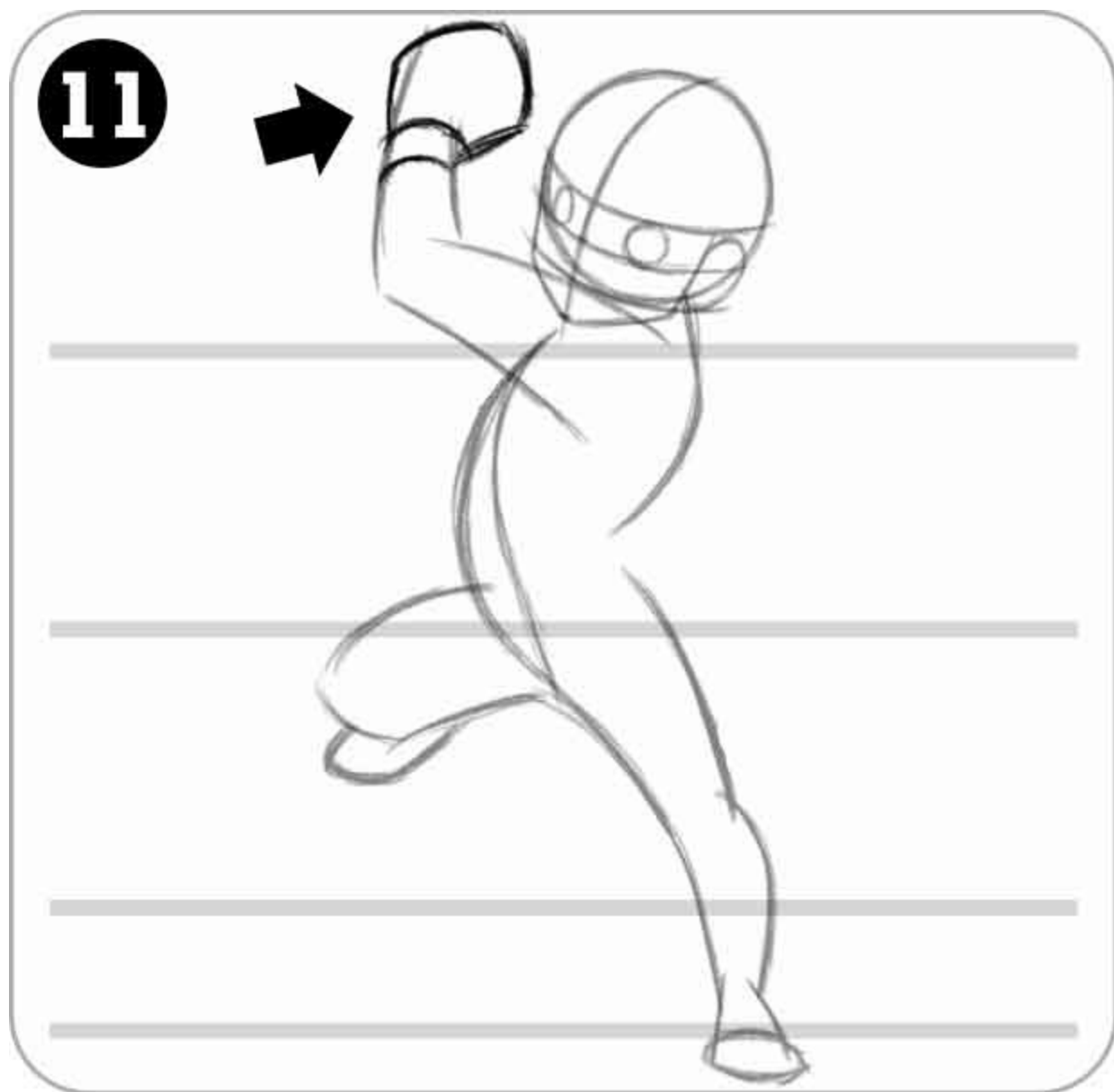
9



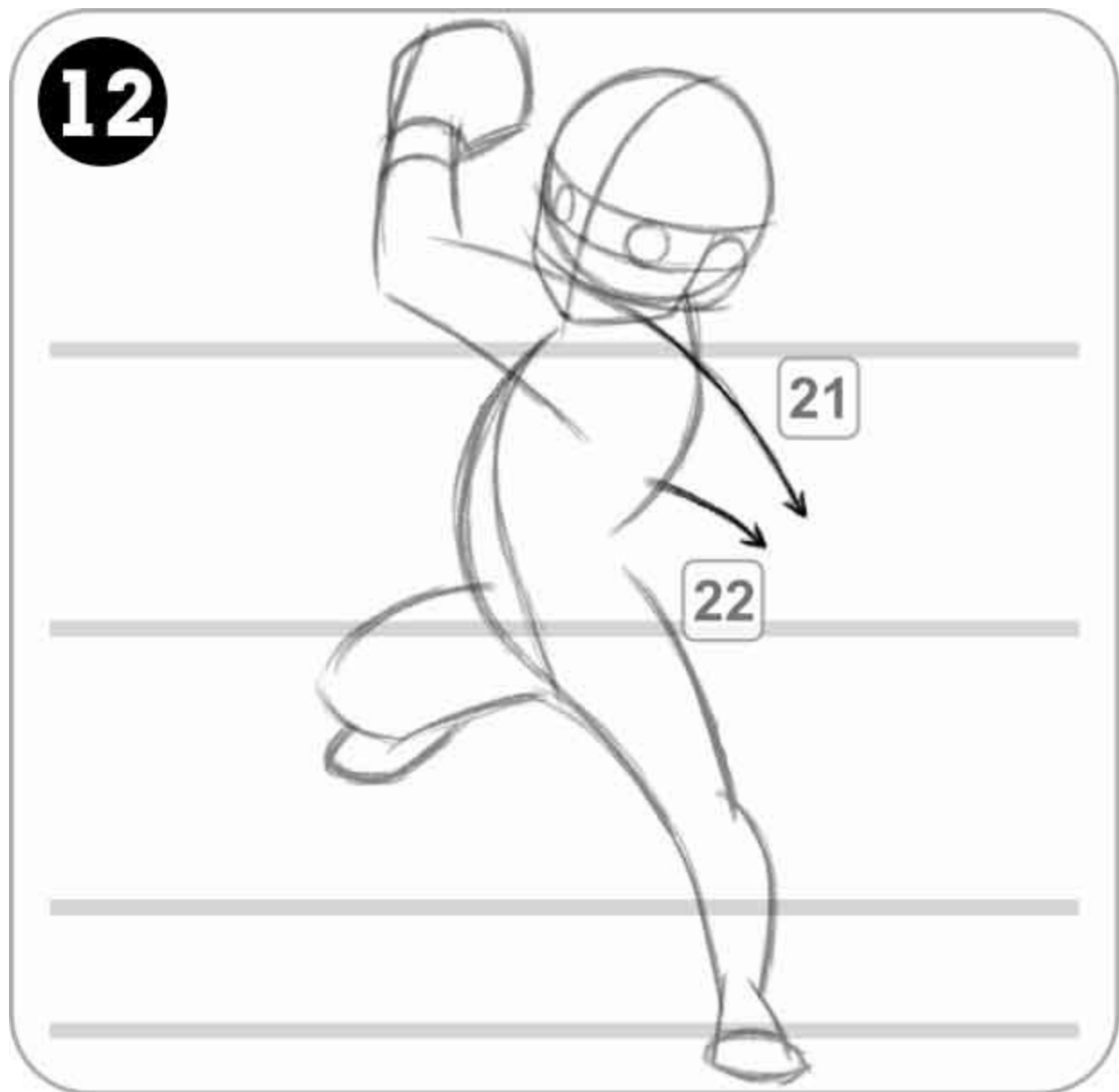
10. Add two lines for the left forearm.



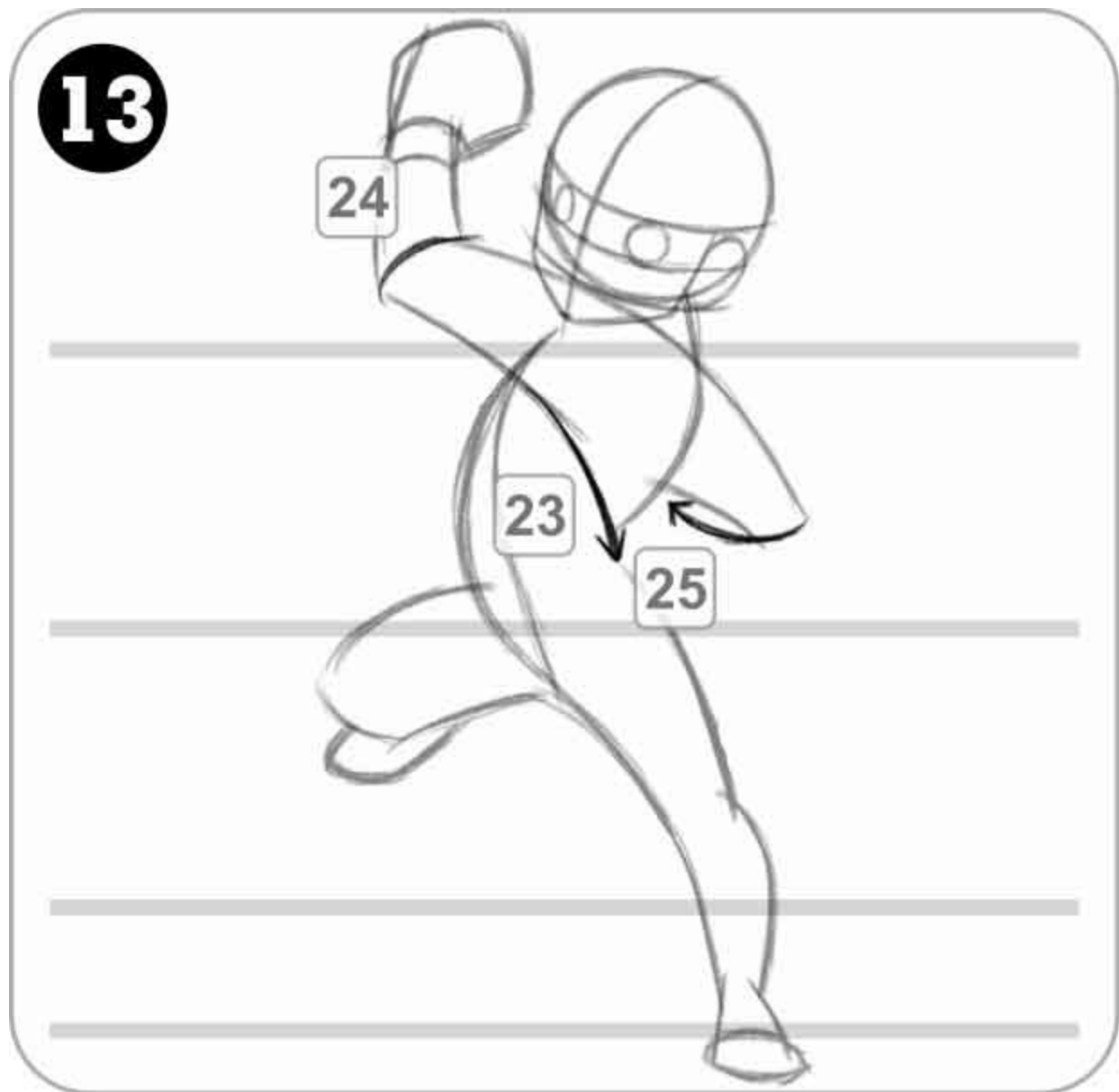
11. Form the boxing glove. Shaped almost like a box.



12. Draw the right upper arm.



13. Emphasize the twist by adding a diagonal curve.



14. Form the trunks, then mark the chest muscle and joints.

**14**



**CONSTRUCTION:  
DONE!**

15. First, let's develop the overlapping parts.

**15**

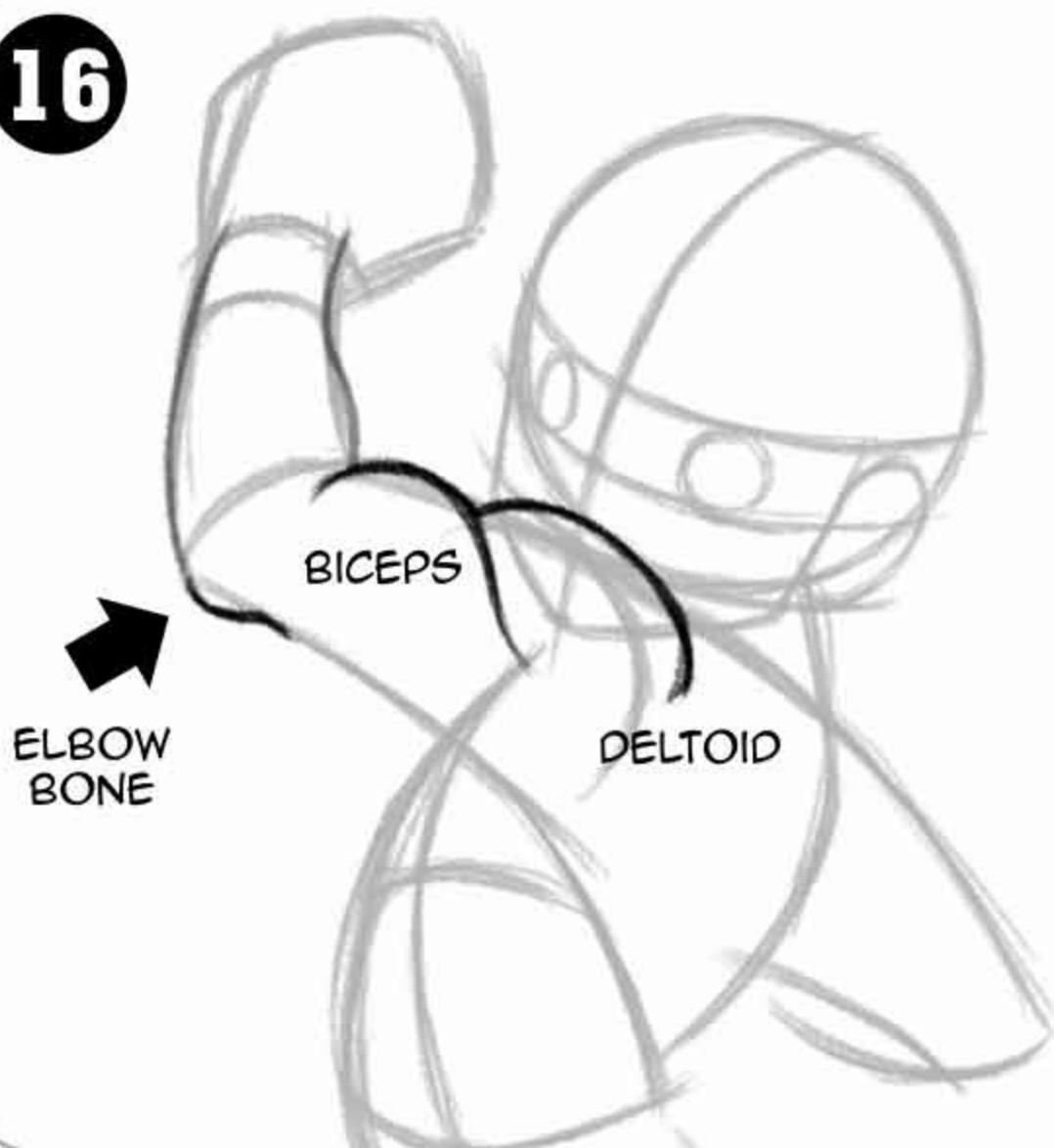


NOTICE THAT  
THE FLOW  
RESEMBLES  
AN S

16. Draw these muscle regions for the upper arm.



**16**



17. Continue shape the arm.

**17**

A SLIGHT  
BULGE FOR  
TRICEPS  
(THE LINE  
RESEMBLING  
AN S AGAIN).

LATISSIMUS  
DORSI / LATS /  
WING MUSCLE

18. Afterward we can focus our attention to the face.

**18**

IT'S BEST TO ALWAYS  
BEGIN FROM THE EYES.



19. Draw the irises and nose like shown.

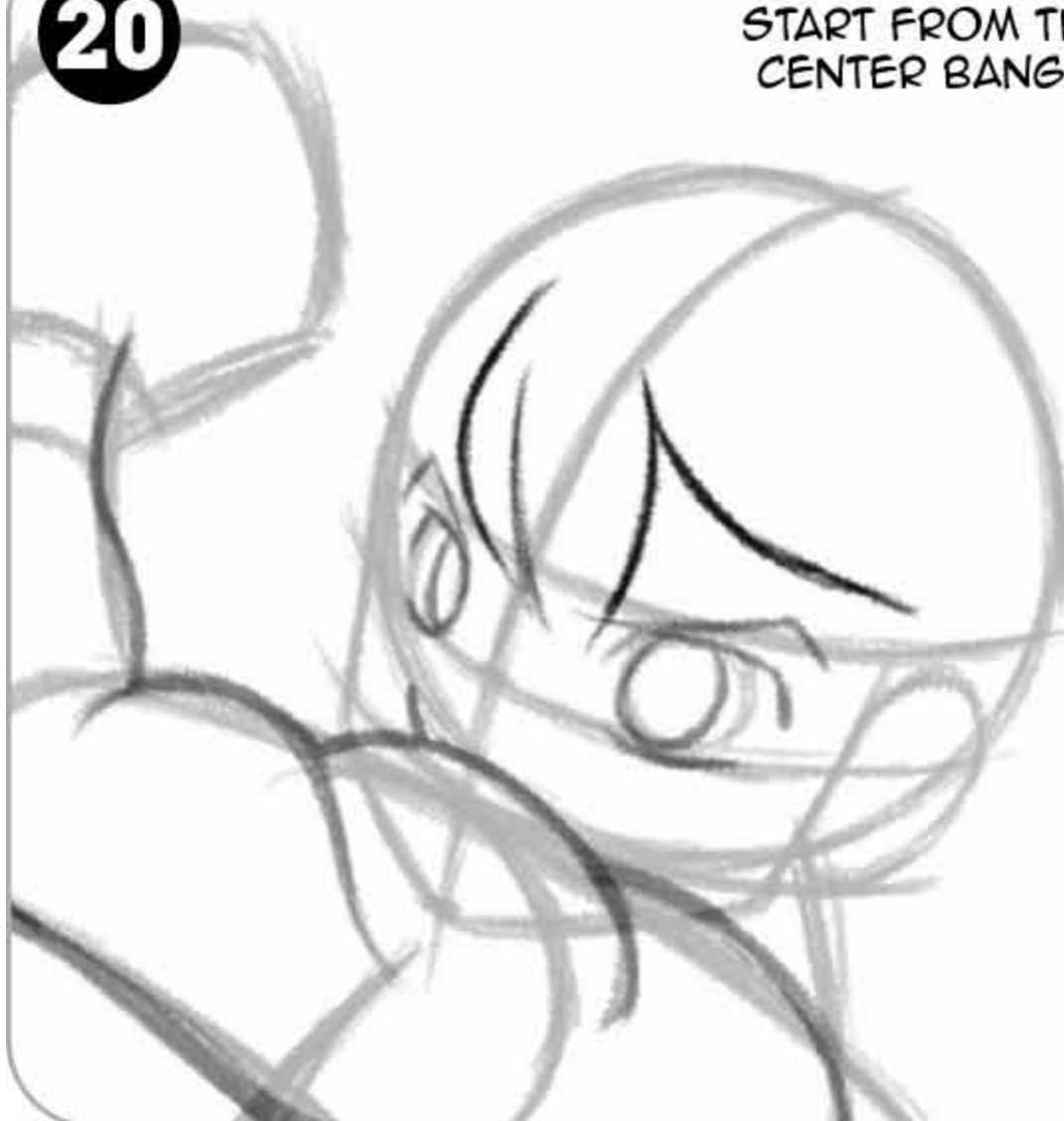
**19**



20. Start forming the hair.

**20**

START FROM THE  
CENTER BANGS



21. Continue by creating the sides.

**21**



22. Finish by “wrapping” the head.

**22**



23. Connect those lines into spikes then add more for details.

**23**



24. Refine the cheek, jaw, ear and neck.



**24**



25. Thicken the brows and eyelashes. Refine the irises' details.

**25**



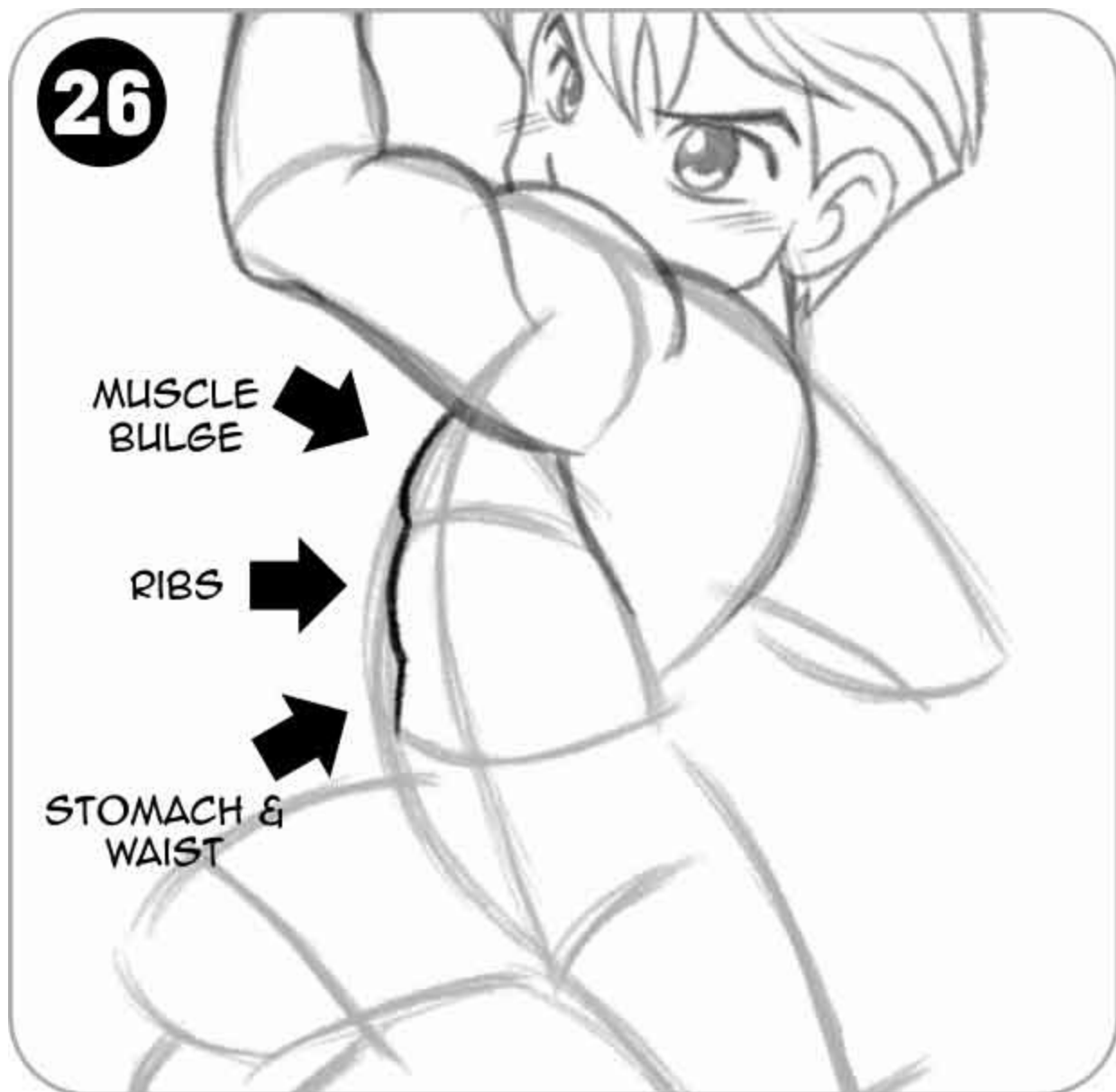
26. Start forming the torso. Notice these edges.

**26**

MUSCLE  
BULGE

RIBS

STOMACH &  
WAIST



27. Focus on the outer edges first.

**27**



28. But on the trunk, start from the inner folds.

**28**



NOTICE THAT THE BOTTOM  
CURVE IS SUGGESTING  
A CERTAIN DIRECTION  
IN MOVEMENT.

29. Those folds acts as a clue to shape the side edges.

29



30. Otherwise, the trunks just looks like a couple of tubes.

**30**



31. Move on to the legs.

**31**



NOTICE THE  
DIFFERENCES BETWEEN  
EACH BULGES AND  
ON WHICH SIDES  
THEY APPEARS.

32. Then the left shoe and sock.



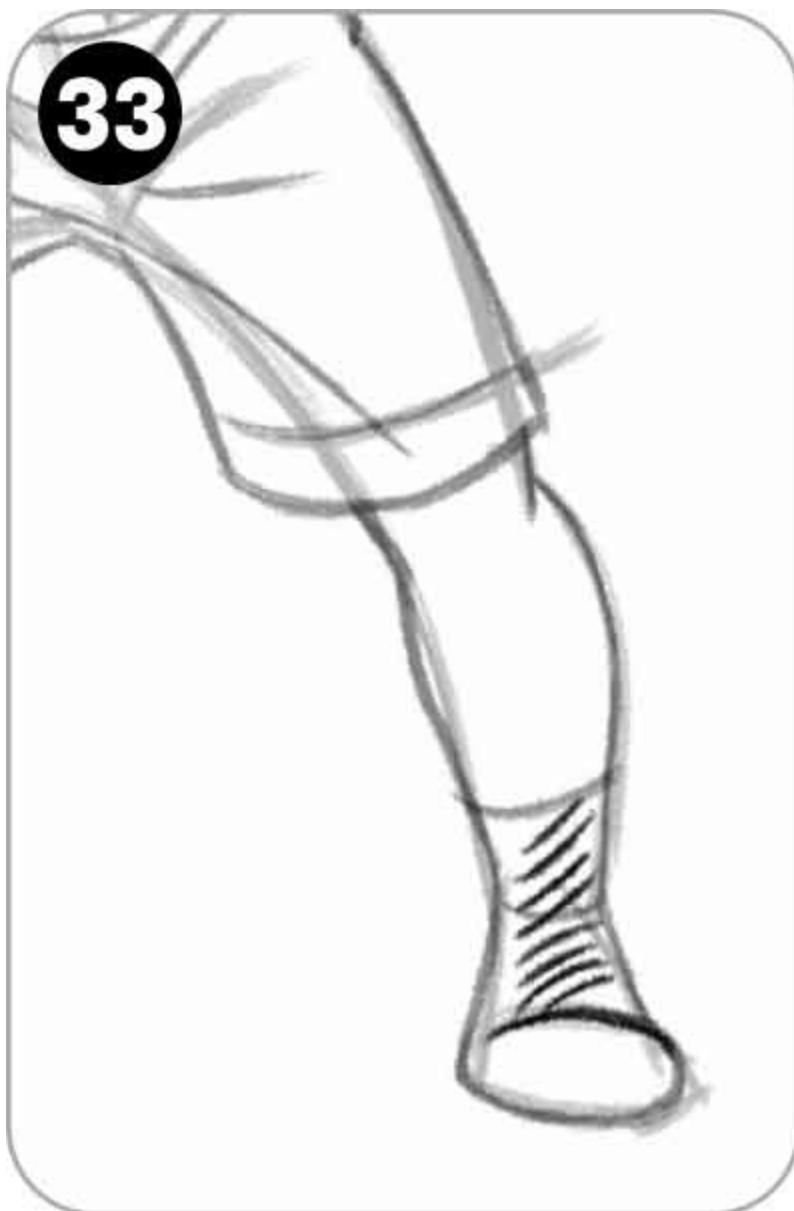
**32**

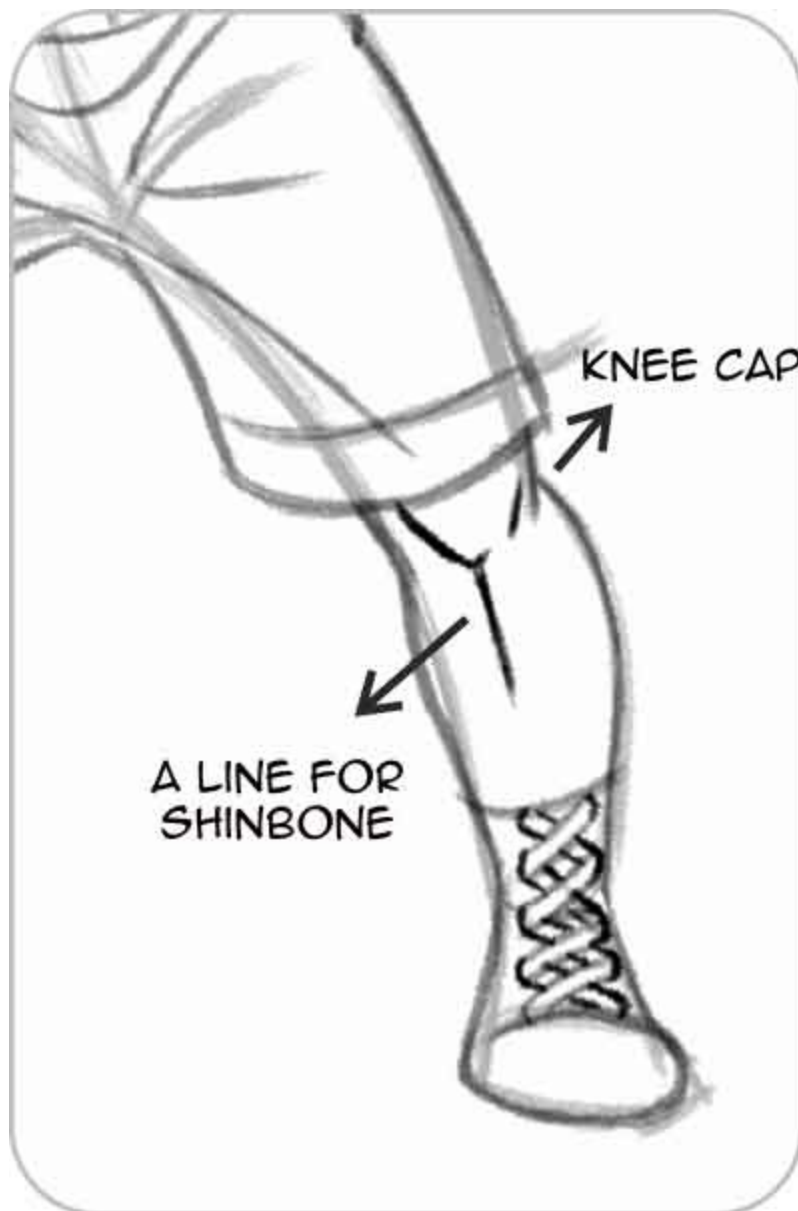


THE SHOE IS JUST A MATTER  
OF RENDERING THE OUTER  
EDGES, WHILE THE SOCK  
IS JUST A TUBE.

33. Here are steps for the detailing the rest of the legs and their accessories.

33



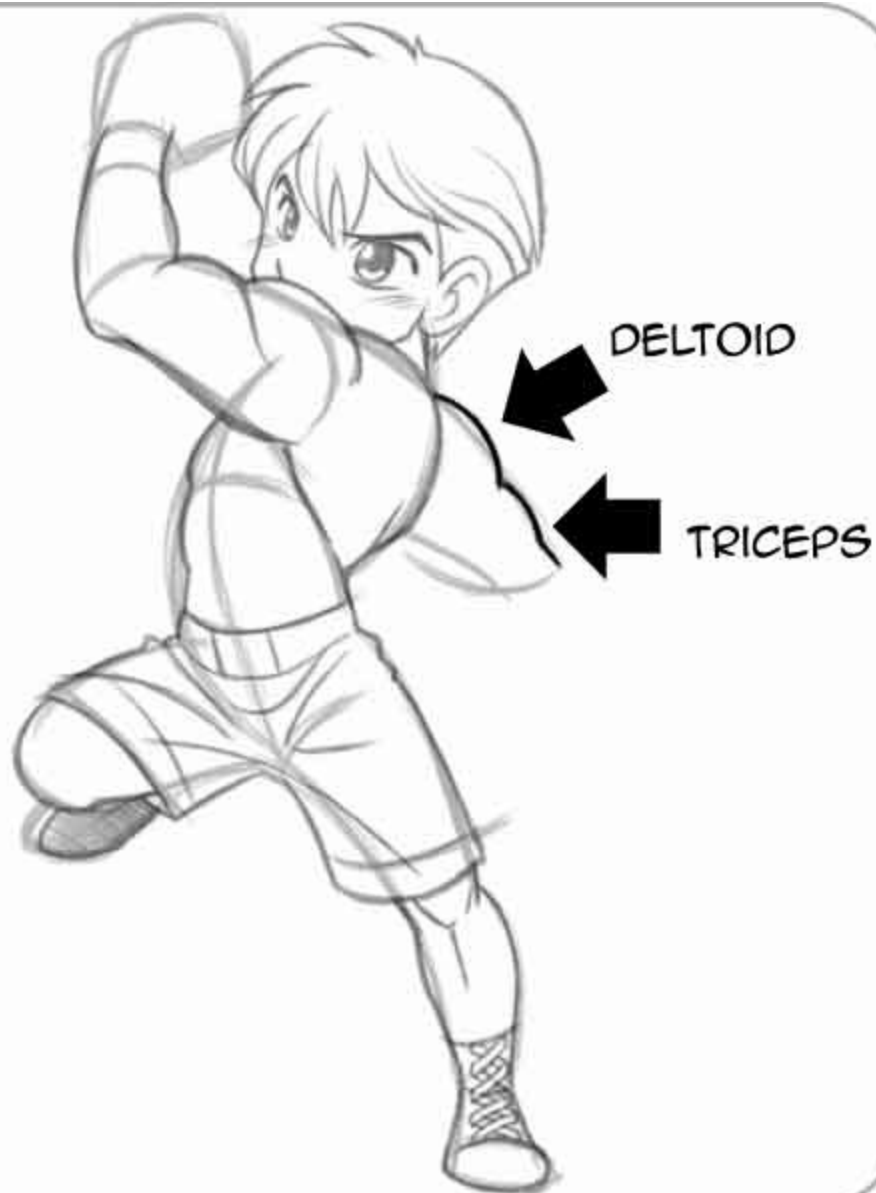


SIMPLY RENDER  
THE OUTER EDGES  
OF THE RIGHT FOOT  
AND THEN FILL IT WITH  
LINEAR HATCHING.



34. Continue to the right arm.

**34**



35. Refine the details as shown.

**35**



36. Develop details for the torso's muscle.



37. And then left arm and the back.



38. Render the glove's edge with linear hatching.



**38**



39. Render edges of the arm with hatching up to the shoulder.

**39**



40. Add some shadows on these corners:

**40**



41. The finished result with shadings applied.

**41**



**FINISH!**



# ■ TUTORIAL #6:



## **WHAT YOU'LL LEARN:**

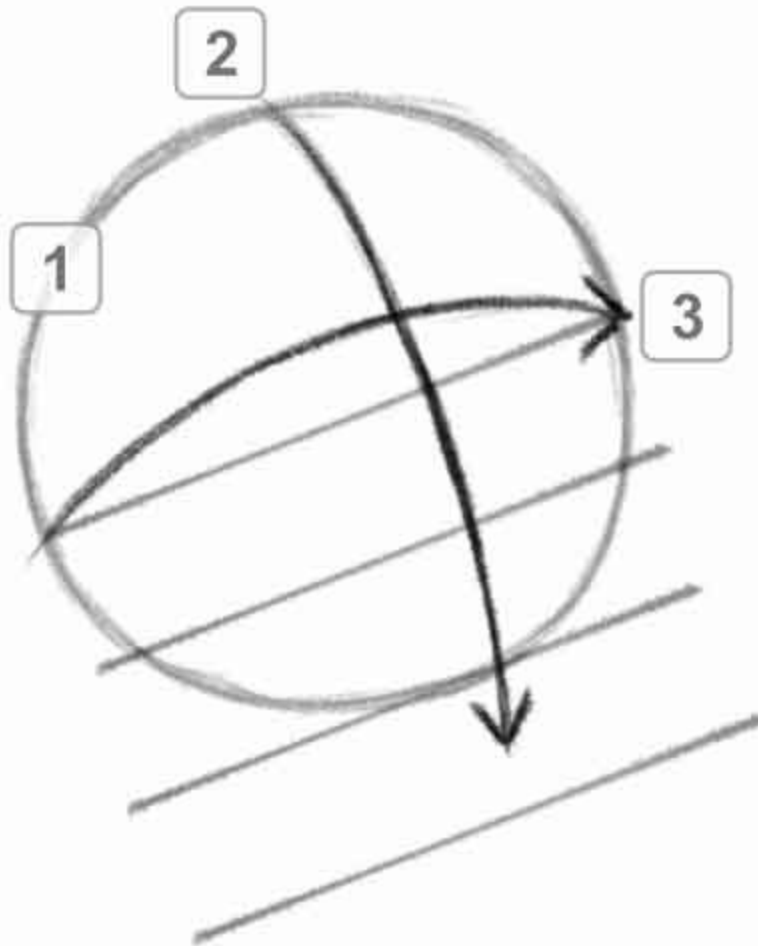
Another reverse tutorial about a fold-type twisting pose from the previous chapter. This time we'll focus on the lower body from a rear view.

## **ADDITIONAL MATERIALS:**

- Another hairstyle
- Drawing a dynamic ribbon.
- Posing the hands and feet to emphasize a dynamic flow of movement.

1. Let's begin by constructing the head.

**1**

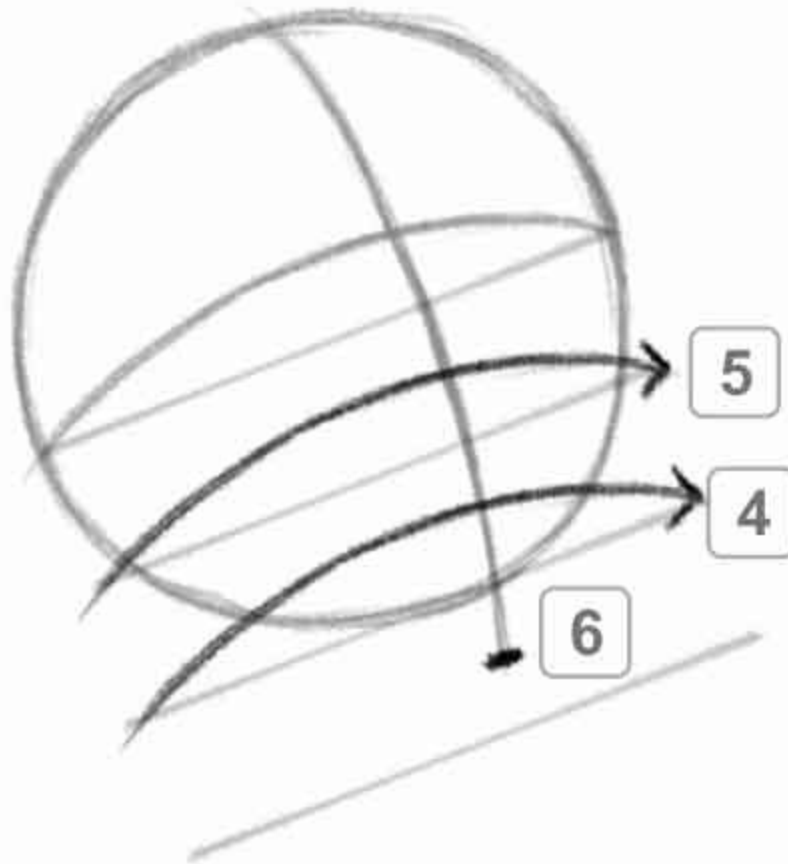


STRAIGHT LINES SHOWS THE DIVISION  
FOR A FLAT ANGLE. WE'LL USE THEM TO  
CONSTRUCT A HEAD FROM LOWER VIEW.

2. Mark the division.



**2**



THE CURVATURE OF #4 AND #5  
EXACTLY THE SAME WITH #3.

3. Form the face then add circles for the eyes and ear.

**3**



4. Measure the figure height using 2 and a half head units.

**4**



**7**

FIGURE  
CENTER  
LINE

BODY  
HEIGHT  
ABOUT  
2 1/2  
HEAD

5. Next draw the right upper arm, which also marks the twist.

**5**

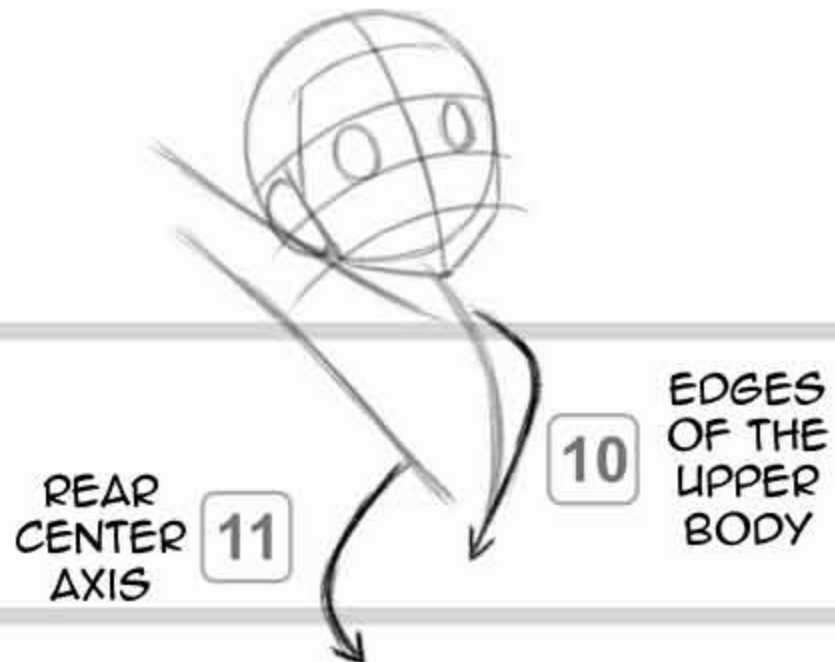
9



8

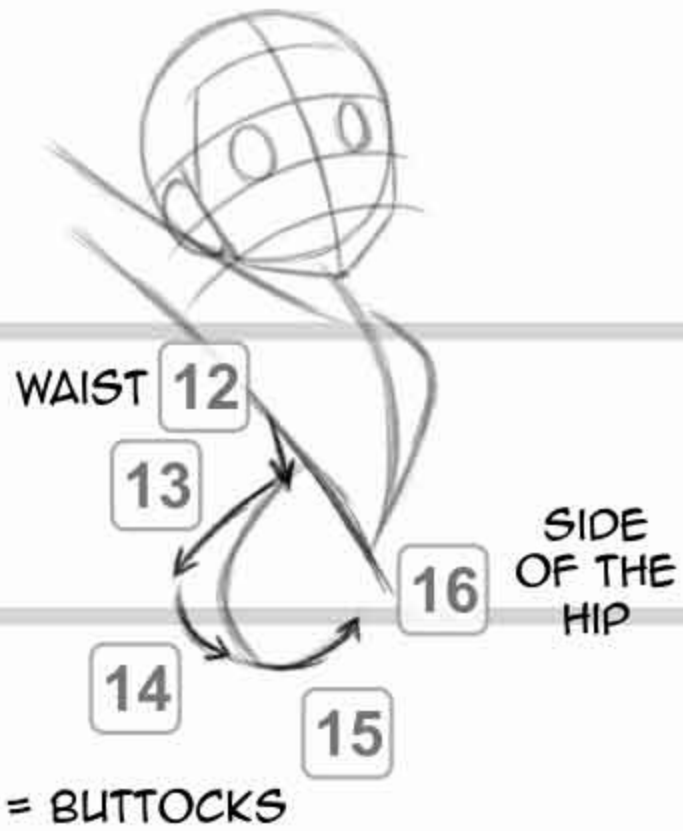
6. Use two curves to form the body.

6



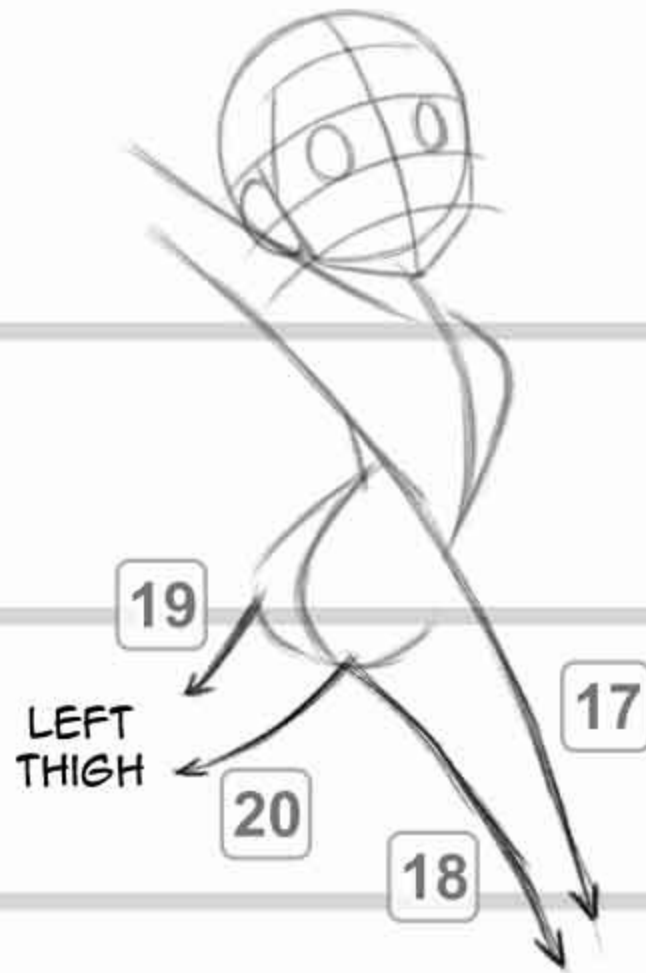
7. Construct the bottom part.

7



8. Draw several lines for the legs.

8



9. Add several more line as shown to form the feet.

9



10. Construct of the right arm as a series of tubes.



**10**



11. Draw another couple of curves for the left arm.

**11**

CONSTRUCT  
THE FIST USING  
A RECTANGLE.



12. Draw these curves to mark the joints and other shapes.

**12**



**CONSTRUCTION:  
DONE!**

13. Start from the upper eyelids, then draw the brows and irises.

**13**



14. Continue by copying the reference below:

**14**



15. Finish shaping the mouth.

**15**



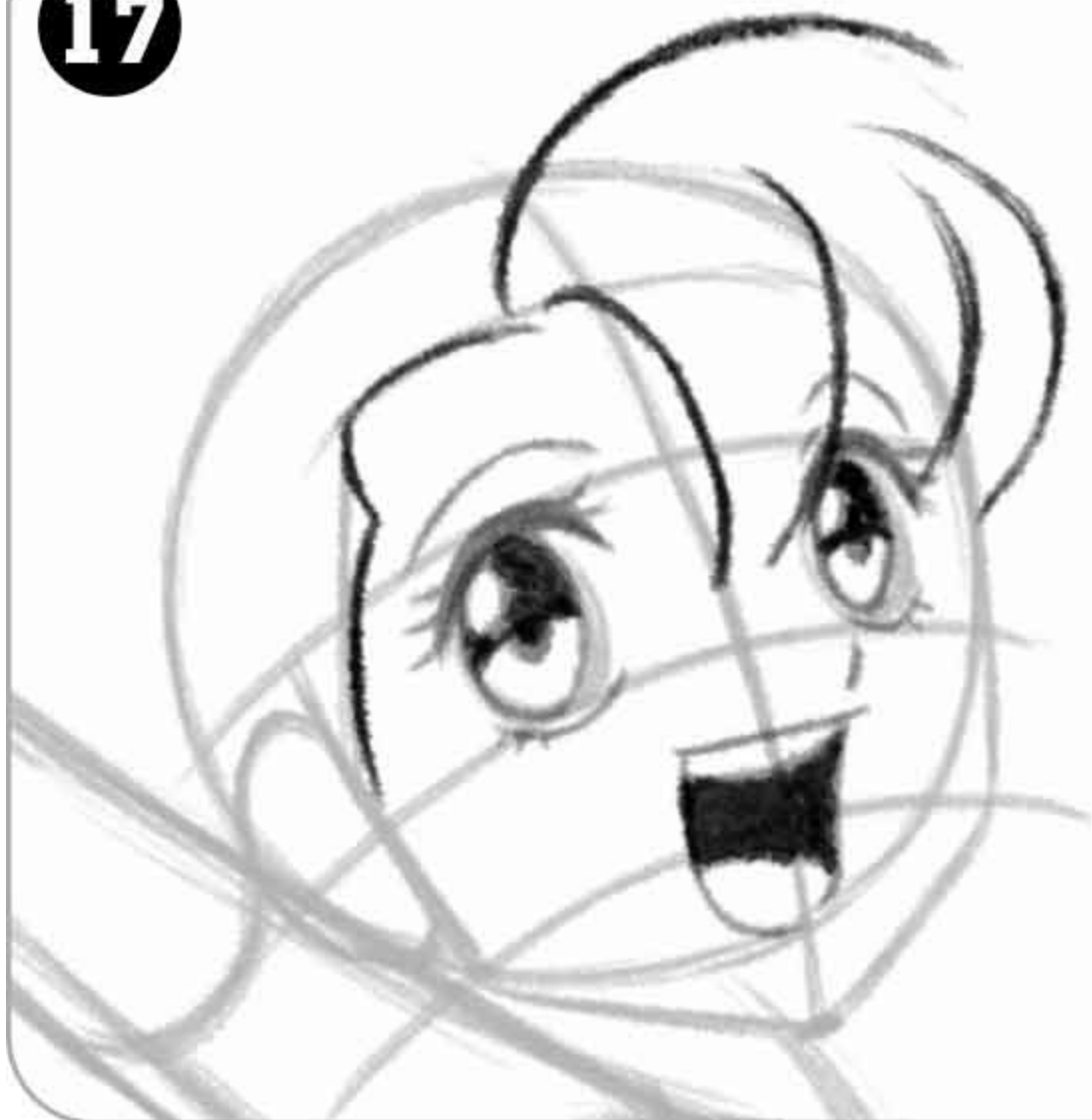
16. Details the eyes and the inner mouth.

**16**



17. Draw these shape to form the bangs.

**17**



18. Then refine edges of the face.



**18**

USE A CURVE  
FOR FEMALE'S  
JAW LINE.



SINK  
THIS  
SIDE

LEFT  
CHEEK

19. "Wrap" the head and connect the previous lines.

**19**



20. Add several curves for the details then draw a ponytail.

**20**



21. Clean the head and start developing the right arm.

**21**

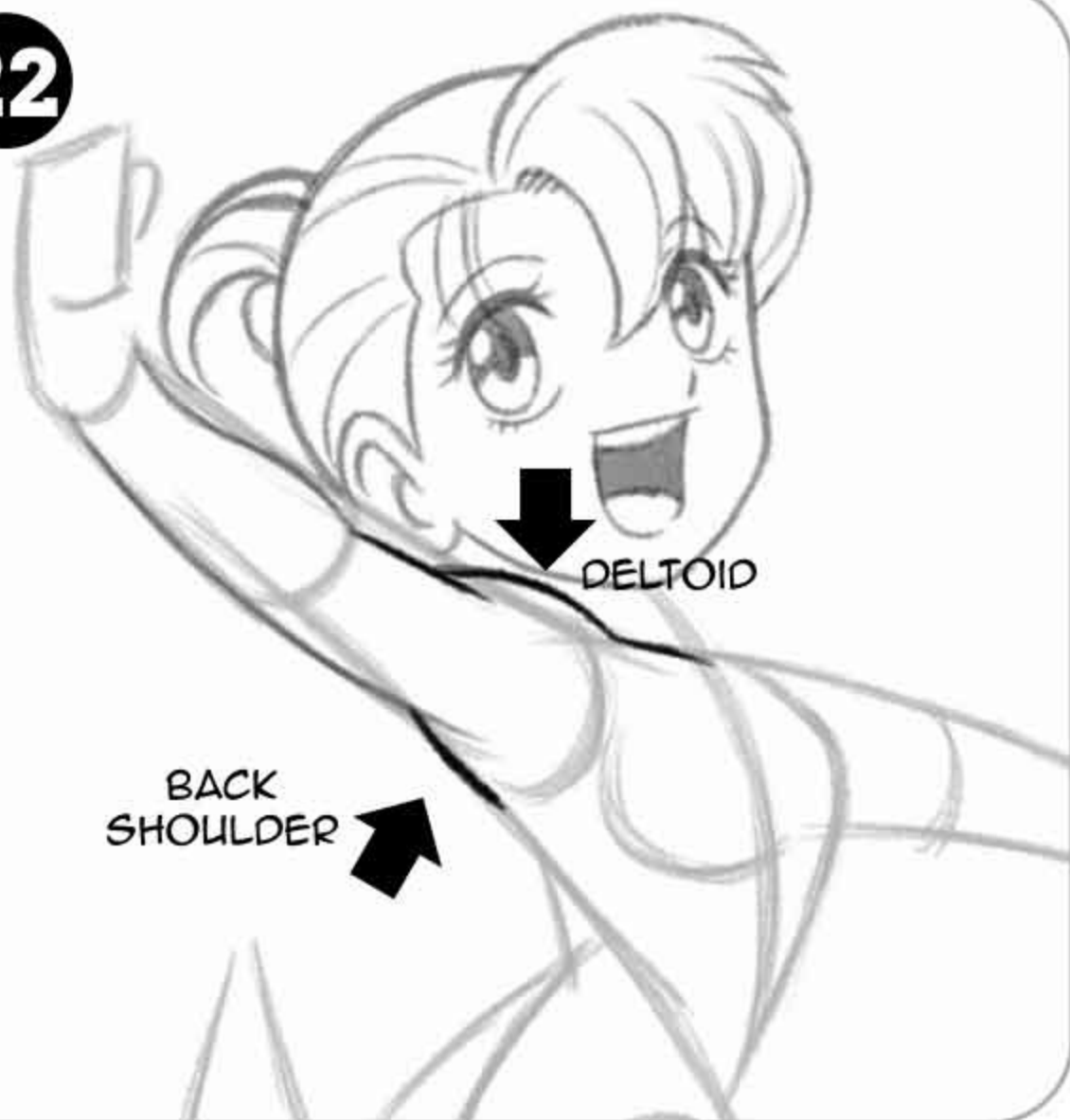
S CURVE

DIRECT CURVE

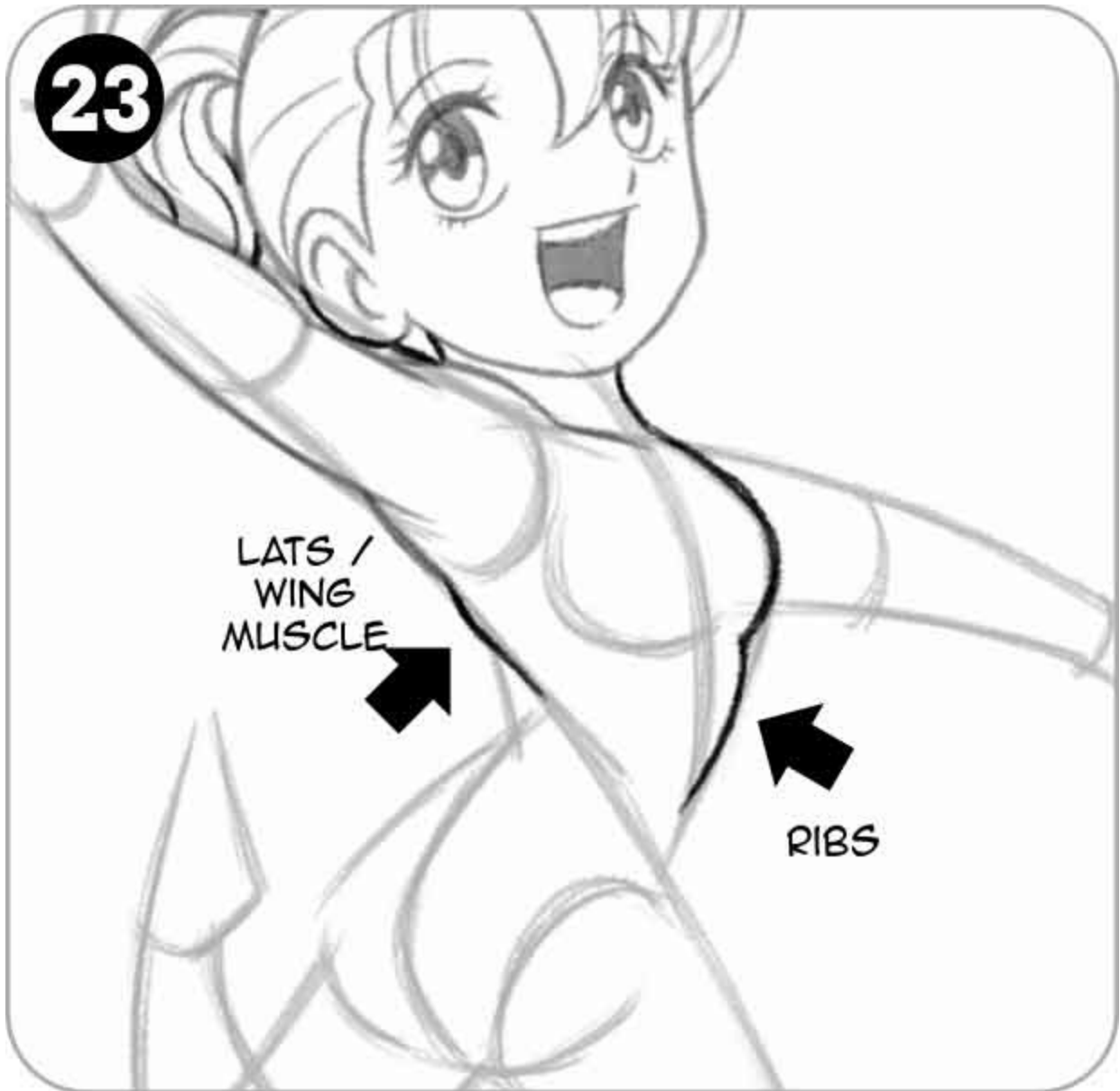


22. Focus only on the outer edges for now.

**22**



23. Use the previous shapes to develop these curves:



24. Continue developing towards the right leg.

**24**

PELVIC  
BONE  
BLUMP

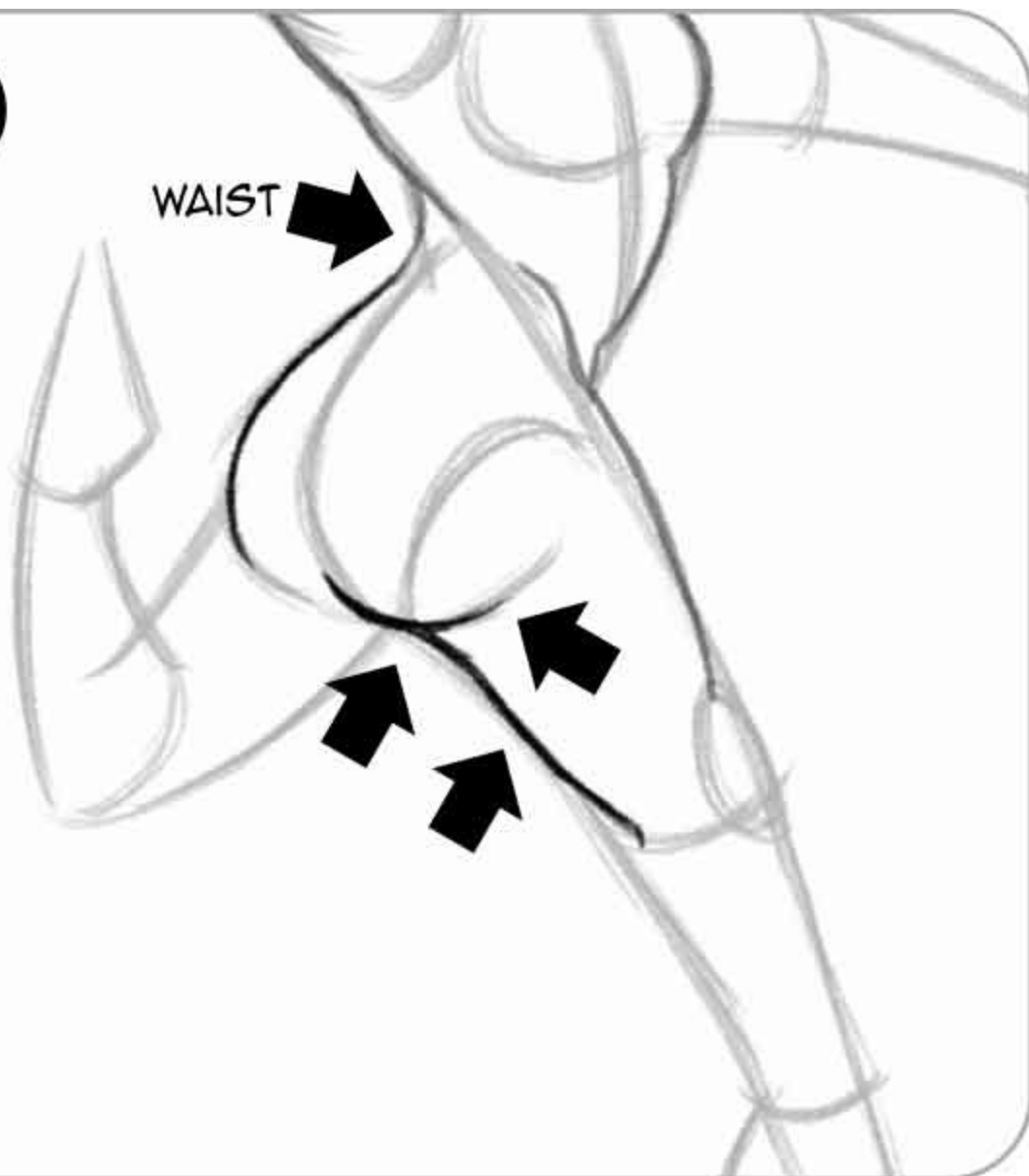
STOMACH

THIGH

25. Next is to develop the buttocks.

**25**

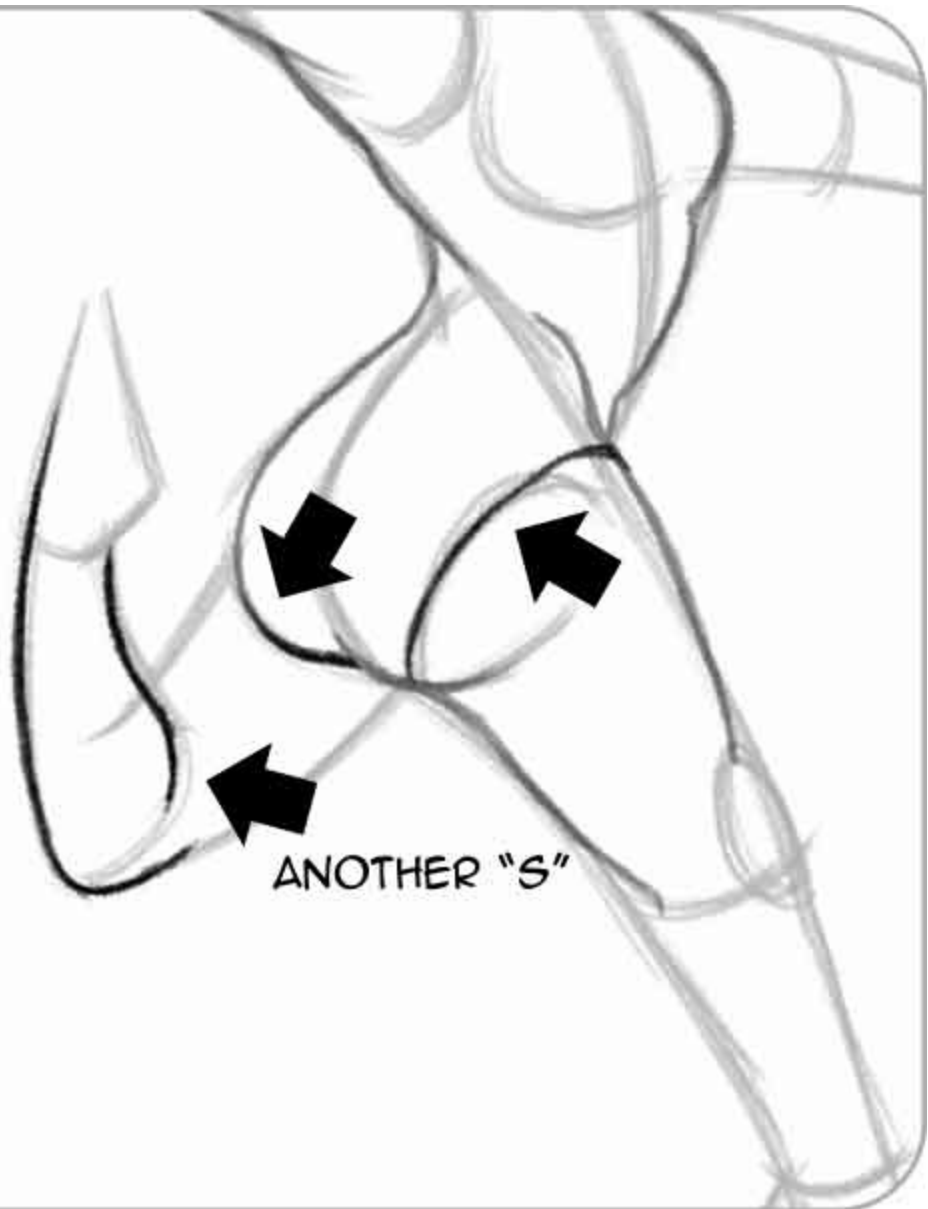
WAIST



26. Notice how these curves bend and turns.

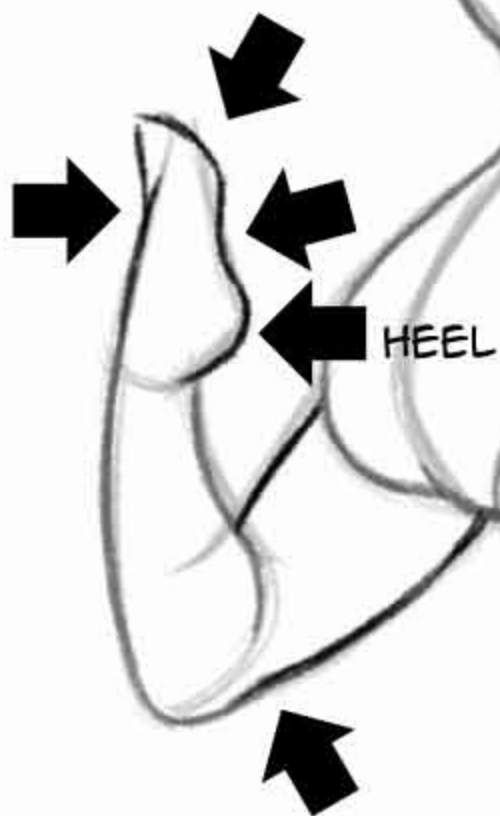


**26**



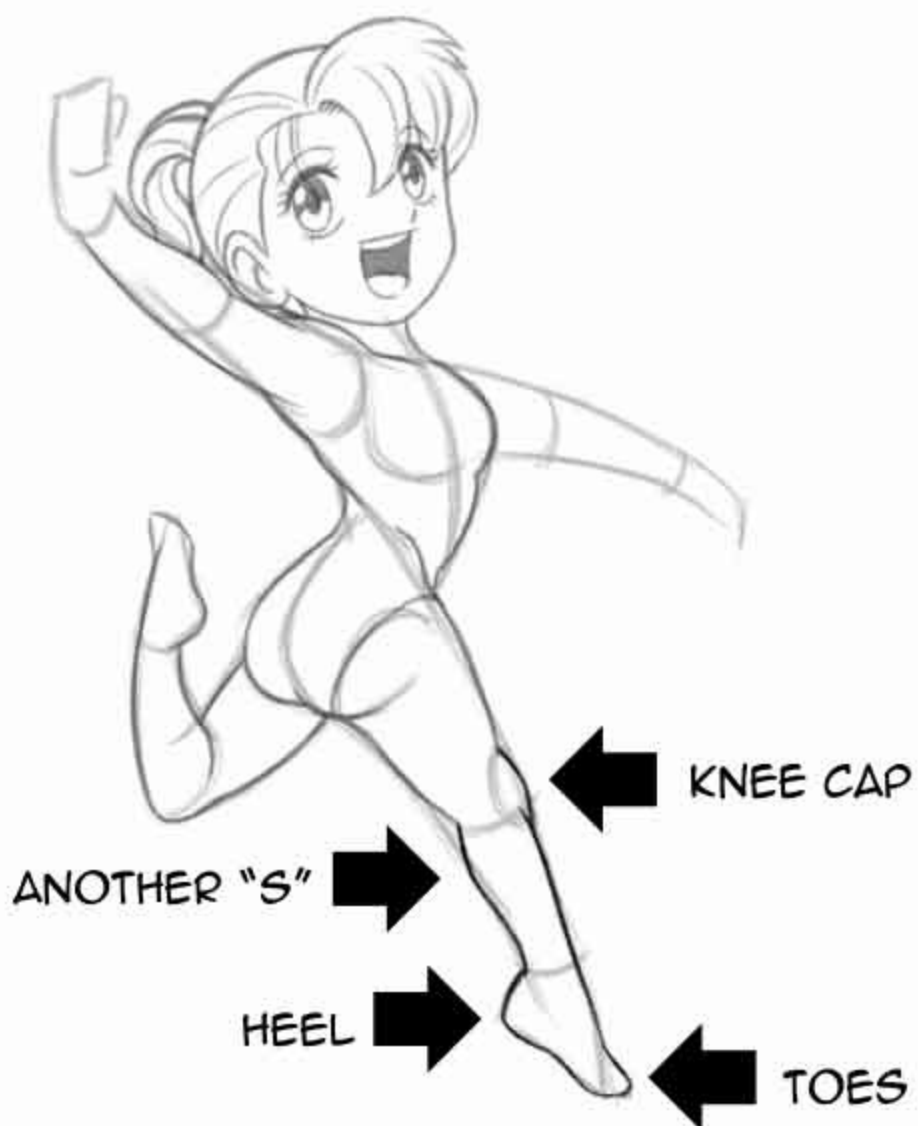
27. Most of the edges are made to be curvaceous.

**27**

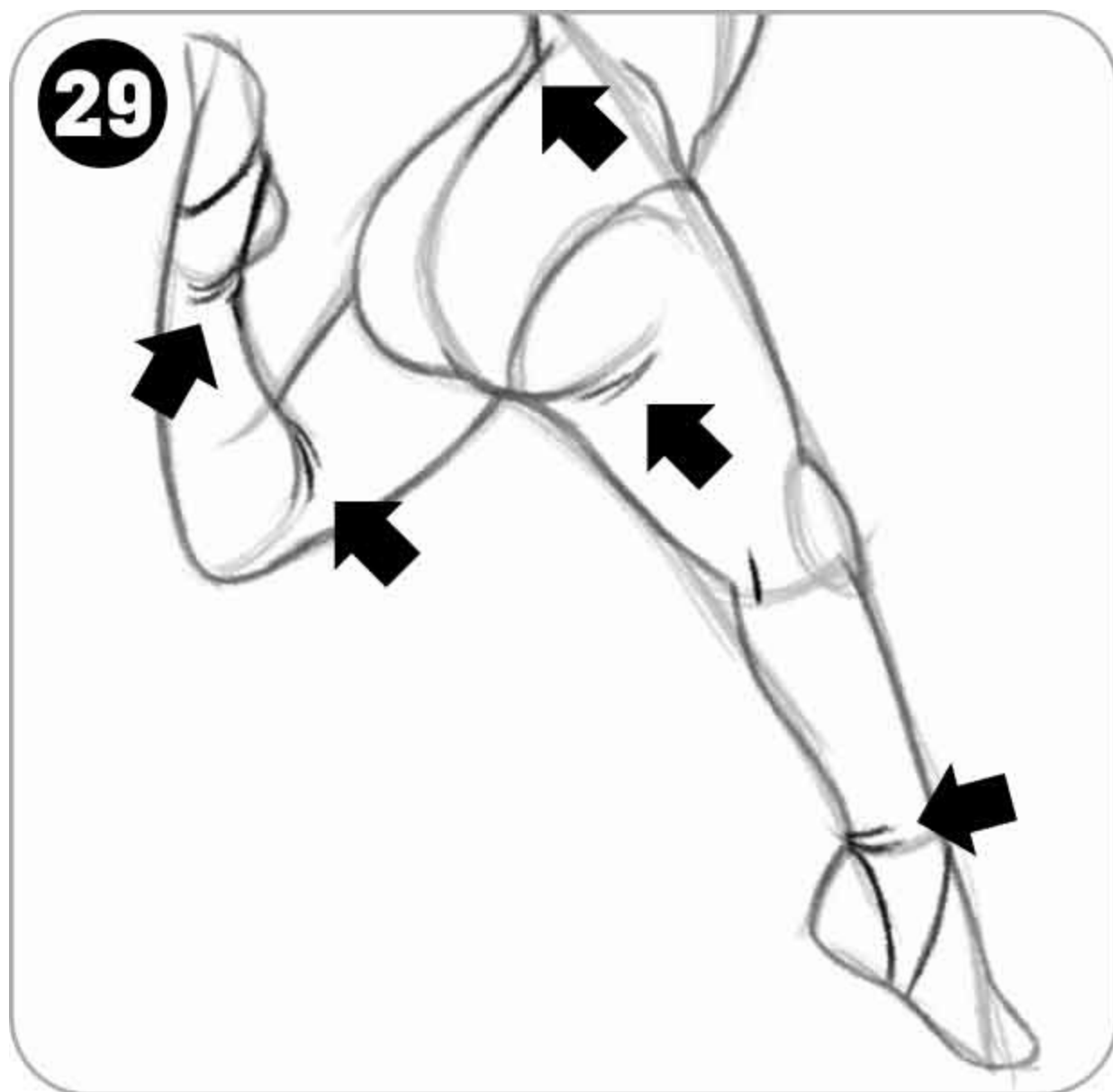


28. Develop the lower part of the right leg.

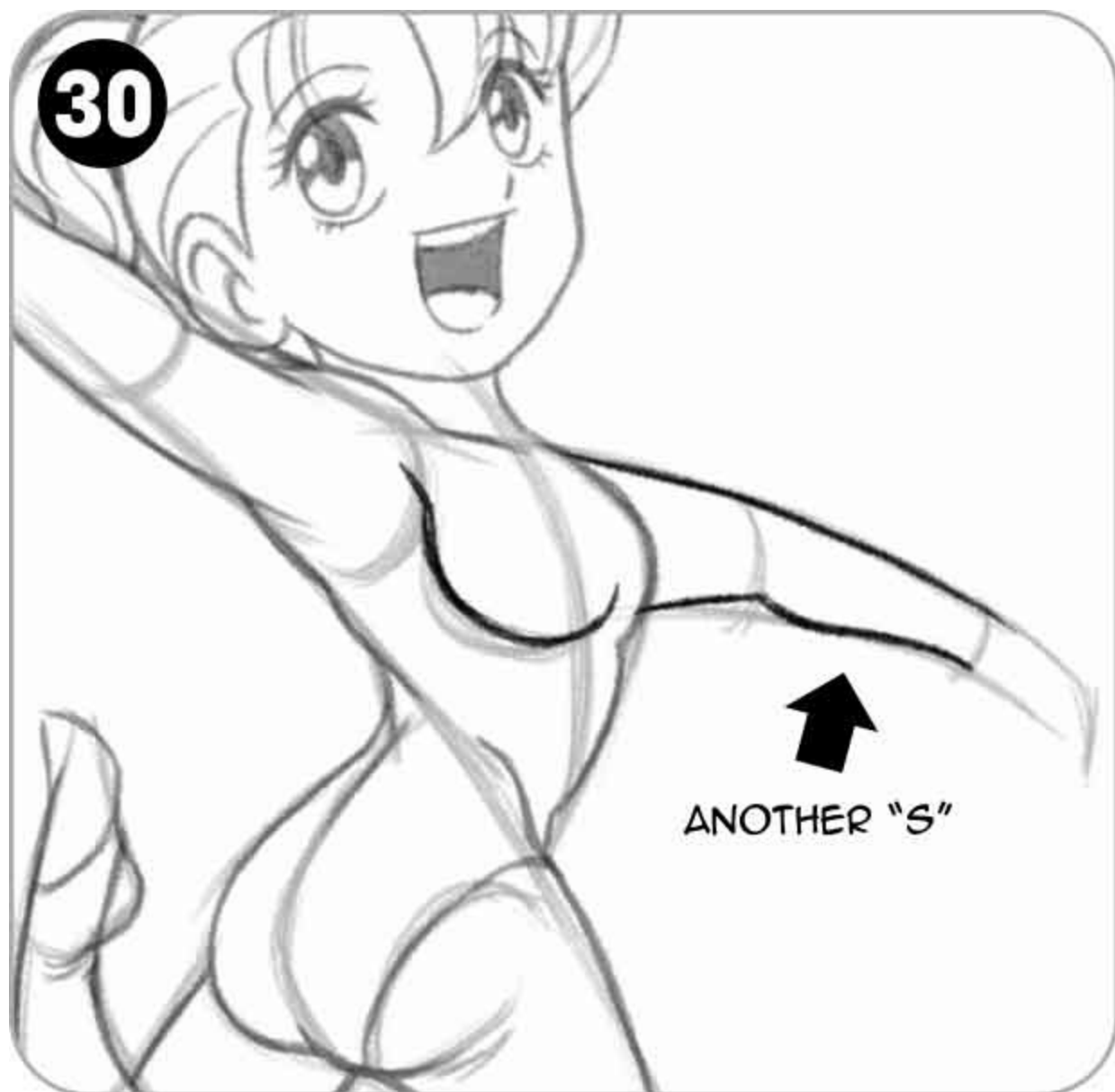
**28**



29. Add wrinkles to the costume and other small details.



30. Form the chest and start developing the left arm.



31. Here are the steps for developing the left hand and fingers. Notice the flow of its curves.

**31**







32. Follow these steps for creating the right fist. The female fingers are slender than male.



**32**







33. Now we can develop the inner details.

**33**



34. Emphasize the twist by drawing these stripes.

**34**



THIS WAY THE STRIPES  
LOOKS LIKE THEY'RE  
GOING TO THE BACK  
OR COMING TO FRONT.

35. Clean the unused lines and draw a stick like shown.

**35**



36. Create a wavy curve as a guide to create the ribbon.

**36**



37. Connect a curve towards the first wave. Sharpen its corner.

**37**



38. Do the same towards the second wave.



**38**



39. Draw the rest of the ribbon in the same way as before.

**39**



40. The finished result, complete with shadings.

40



**FINISH!**



# ■ TUTORIAL #7:



## KARATE-KA

## **WHAT YOU'LL LEARN:**

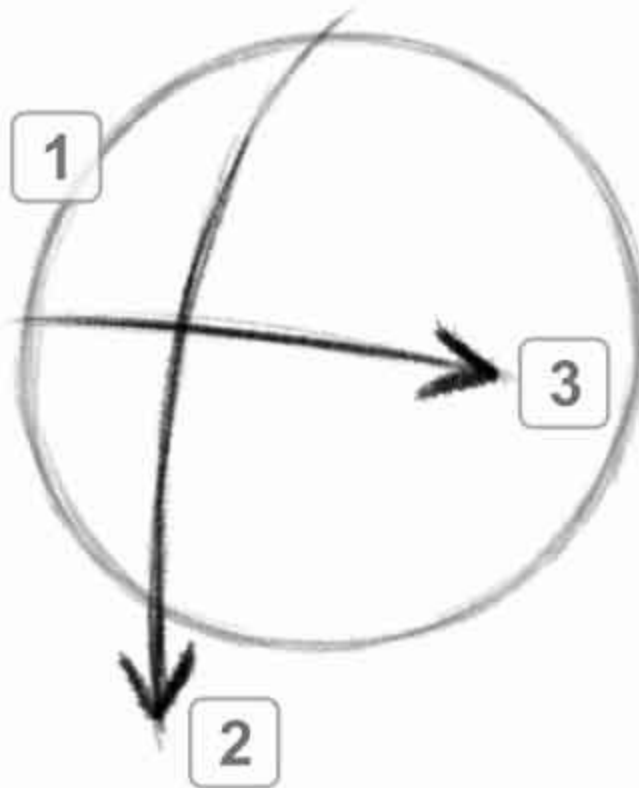
An even deeper fold-type twisting pose which shows the back more than previous chapters.

## **ADDITIONAL HIGHLIGHTS:**

- New hairstyle.
- Details to draw the foot's bottom side.

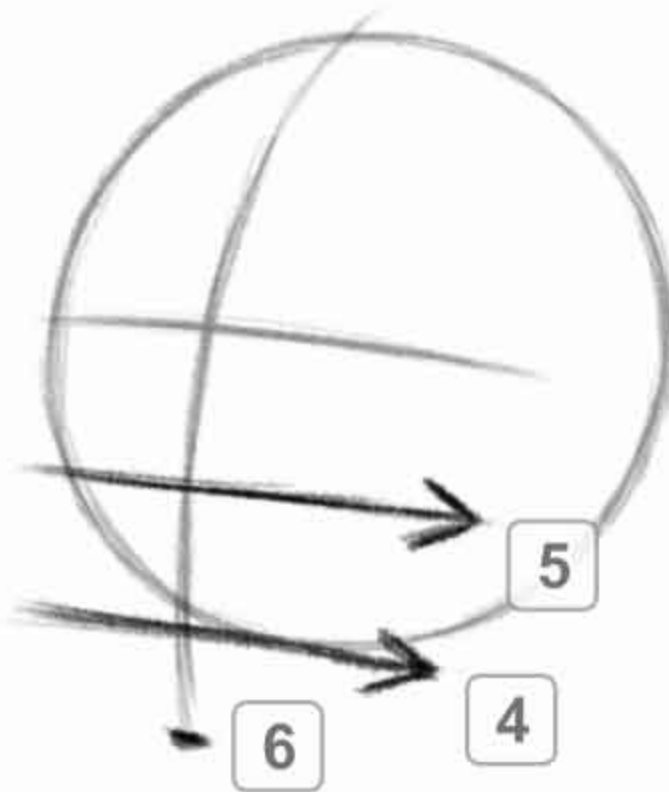
1. Construct the head shape.

**1**



2. Determine its proportion.

**2**



USE THE DISTANCE BETWEEN #3 AND #4 TO  
FIND THE LOCATION FOR #5 AND #6.

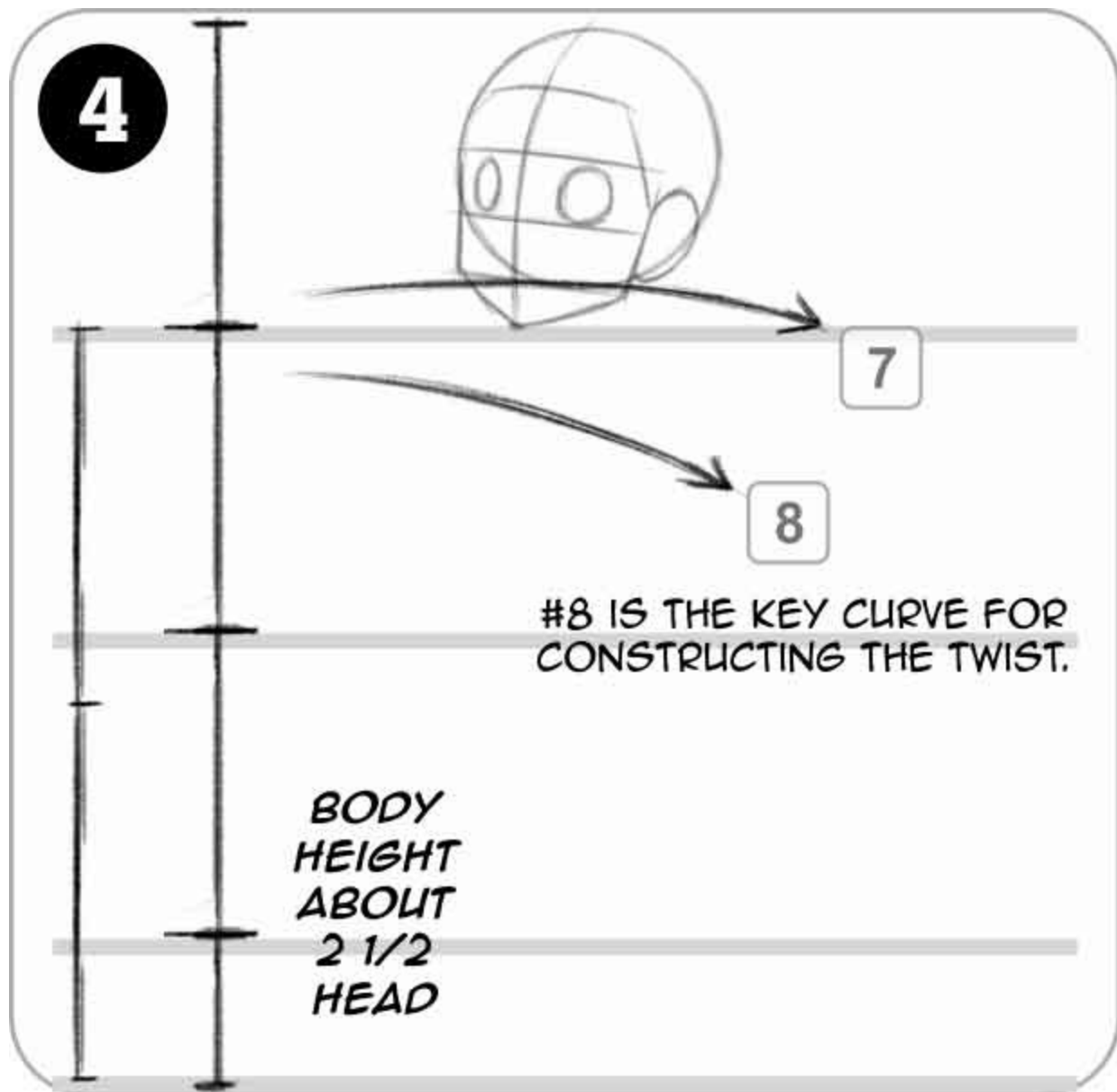
3. Draw the edges, place several circles for eyes and ear.



**3**

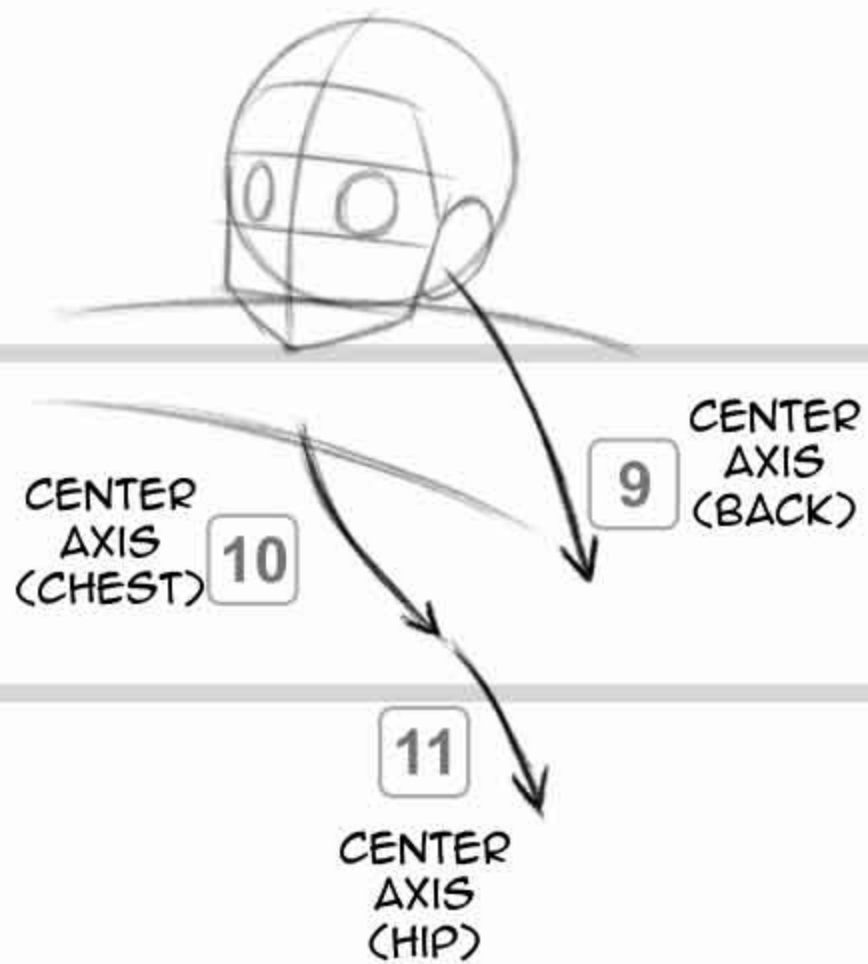


4. Find the figure's height using head units.



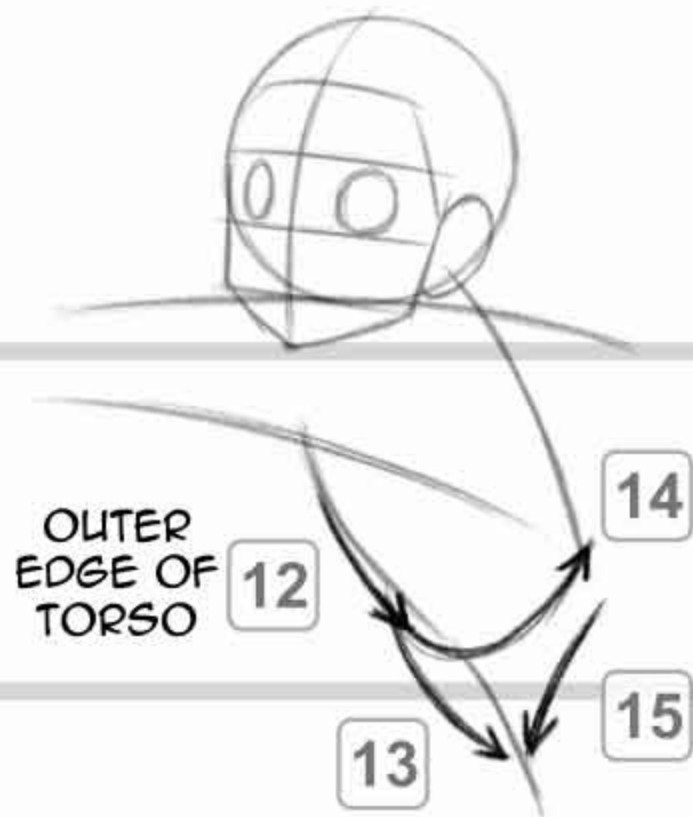
5. Start forming the torso.

**5**



6. Develop those curves into a couple of tubes.

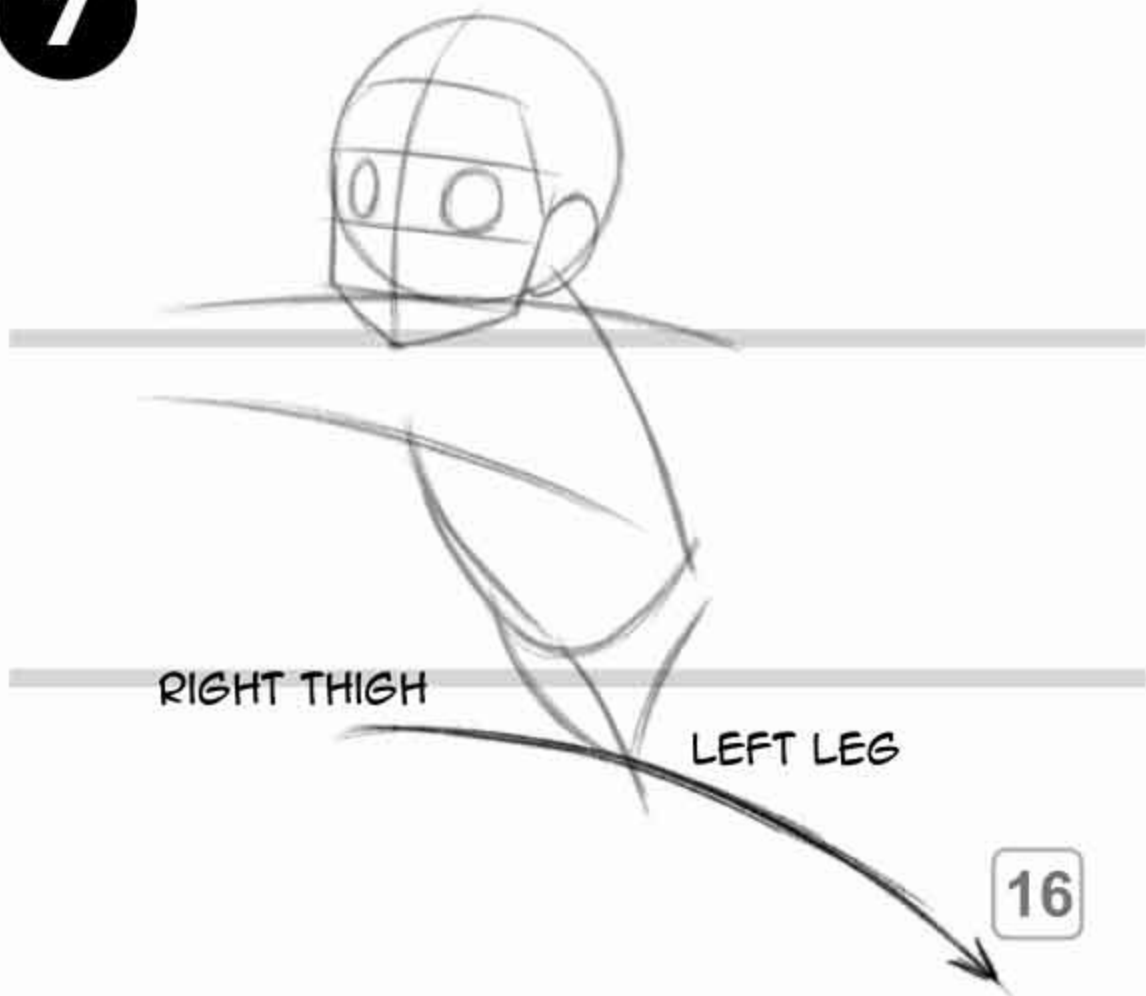
**6**



#13 AND #15:  
CONSTRUCT THE HIP  
LIKE A SWIMMING  
TRUNK

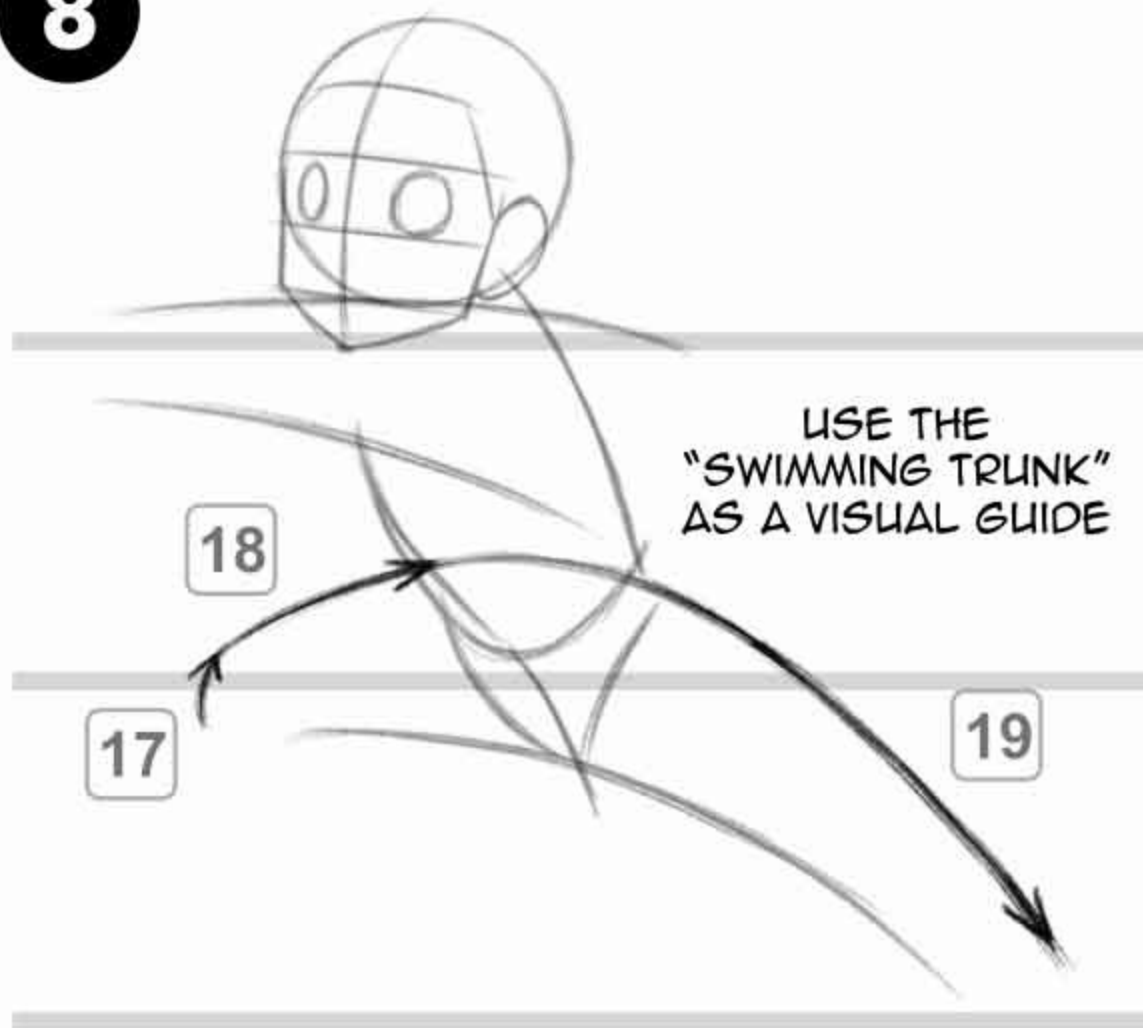
7. Draw a curve for constructing both legs.

7



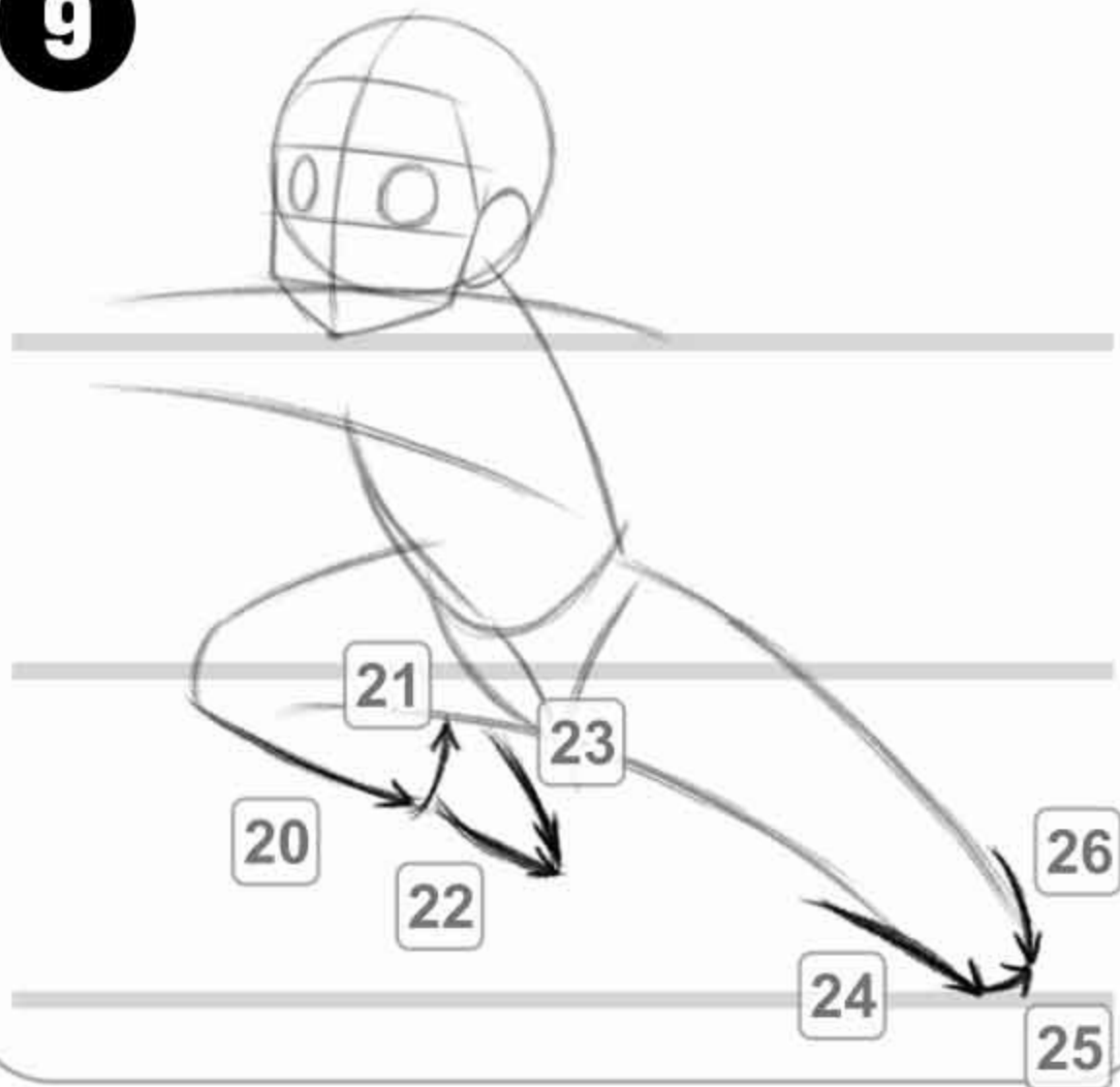
8. Add these curves to develop those legs some more.

8



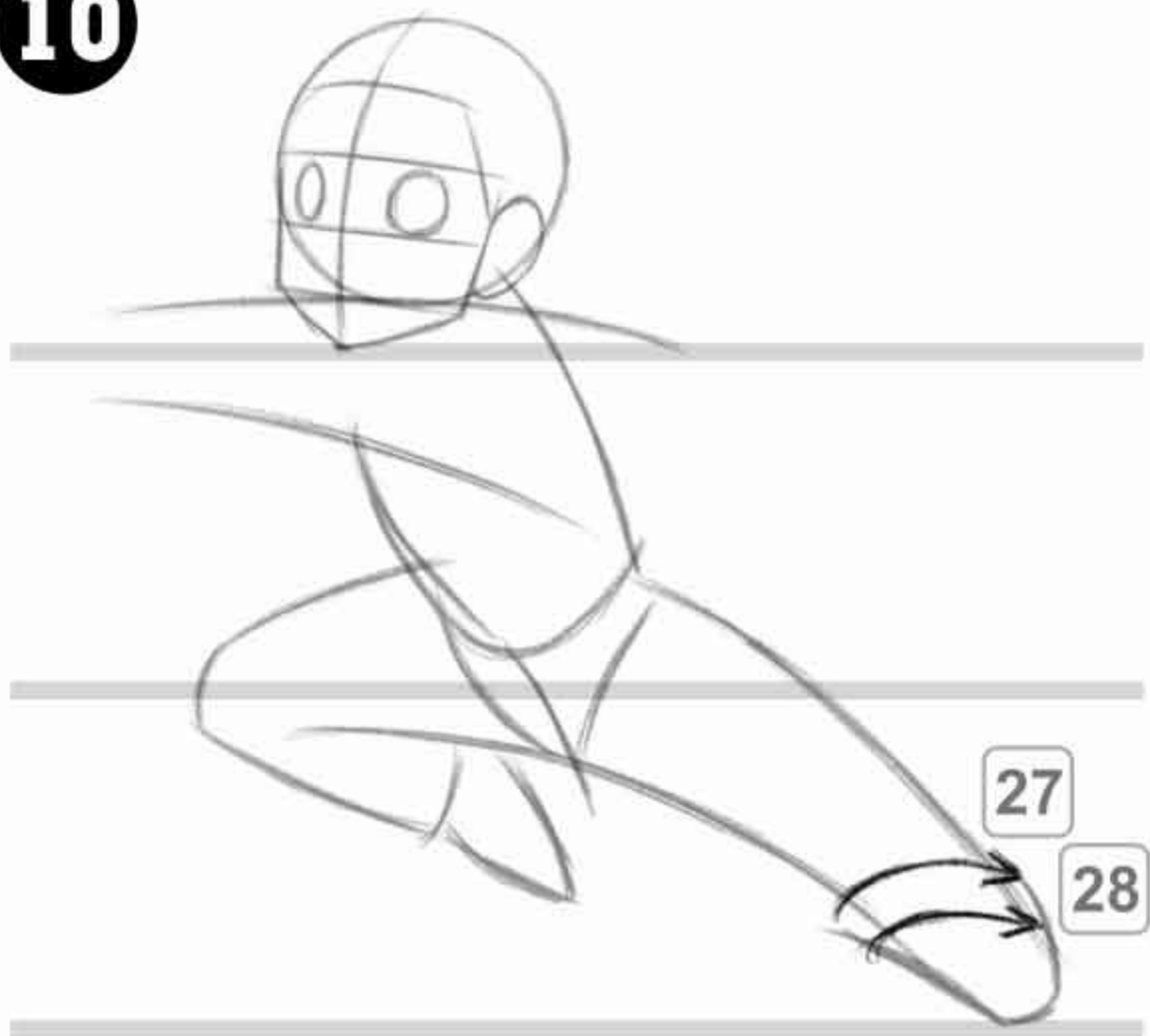
9. Form the feet. One with a triangle, the other with a rectangle.

9



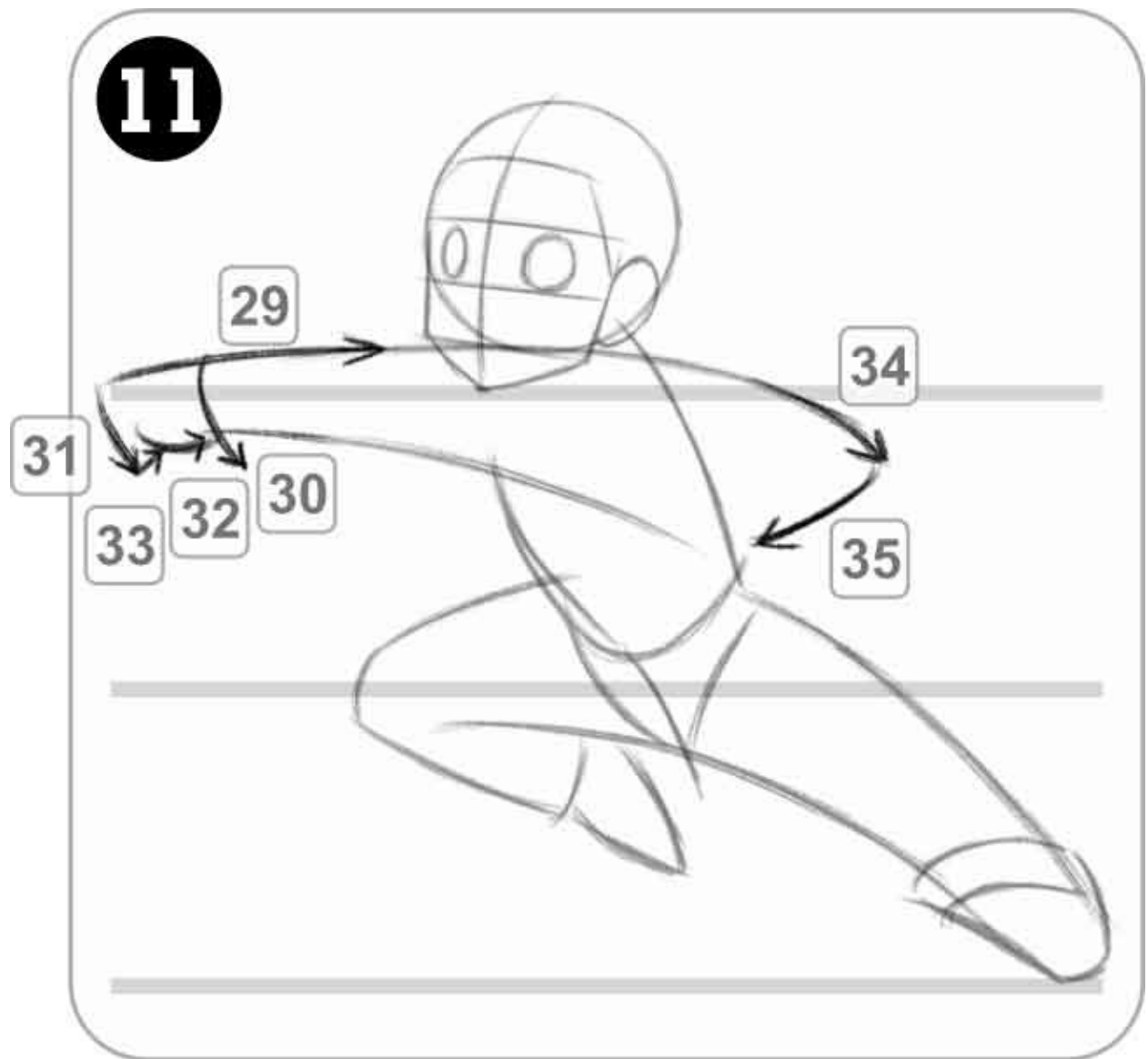
10. Add two strokes to form the left toes.

**10**



11. Construct the arms as shown below:

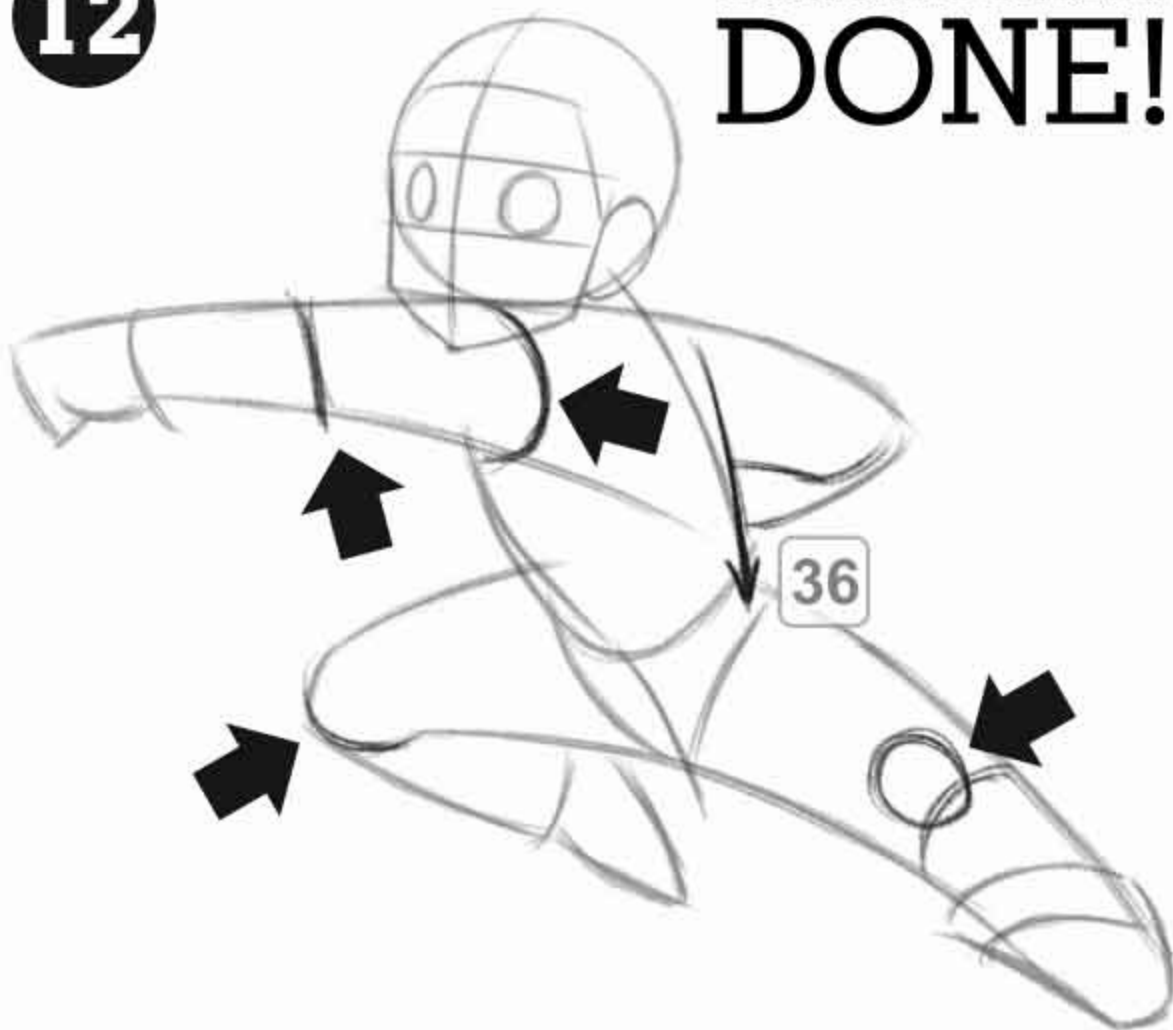




12. Transform those curves to become a series of tubes.

**12**

**CONSTRUCTION:  
DONE!**



13. Start by shaping the eyes, then brows.

**13**



14. Continue by adding irises, a nose then edge of mouth.

**14**



15. Finish the mouth then start constructing the hair.

**15**



16. Next is the hair's outer edges, wrapping the head.

**16**



17. Render the face like shown below:



18. Connect these lines to form the hair.

**18**



19. Thicken the brows and the lashes. Add some more details.



**19**



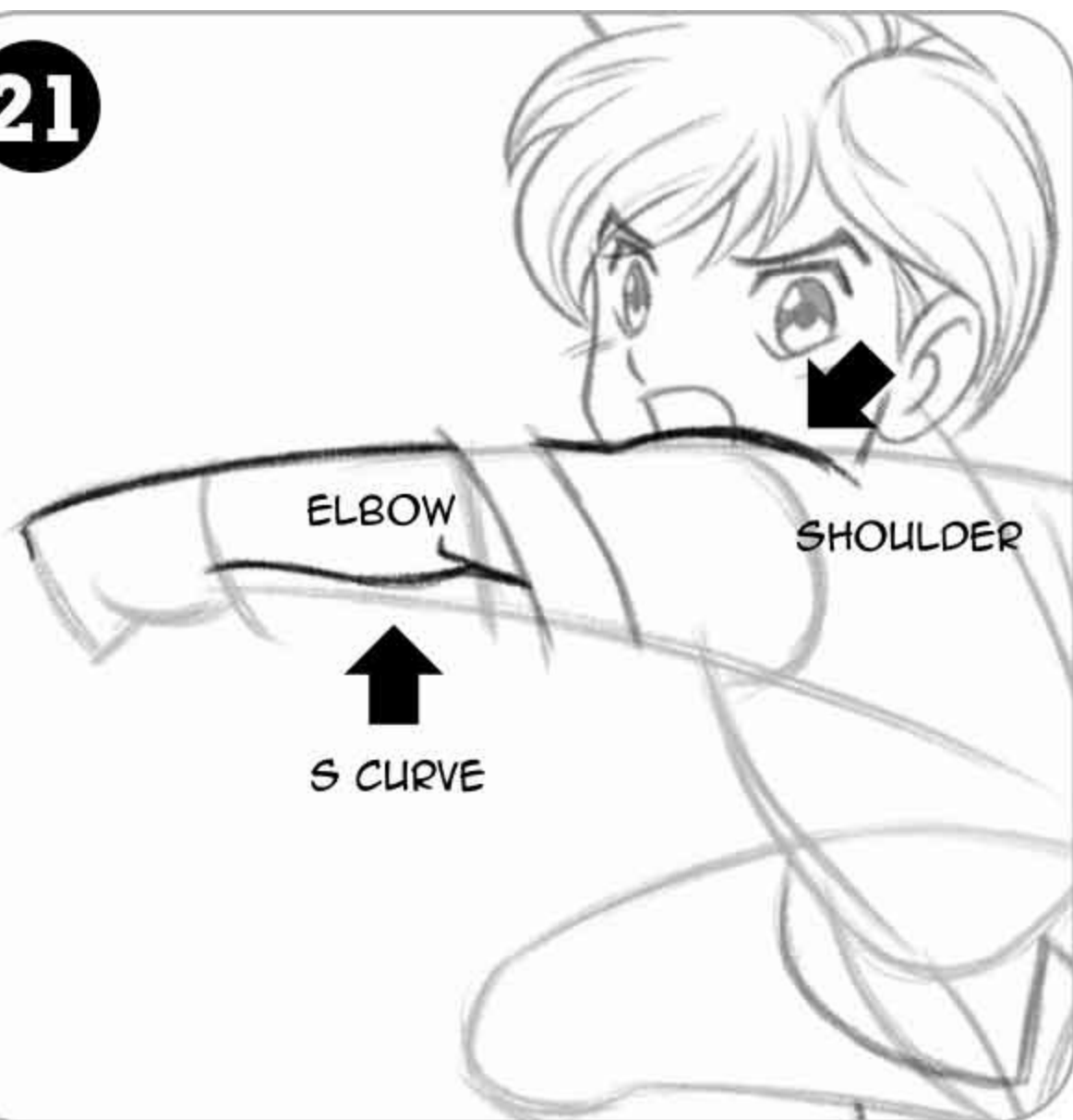
20. Construct the shape of the uniform.

**20**



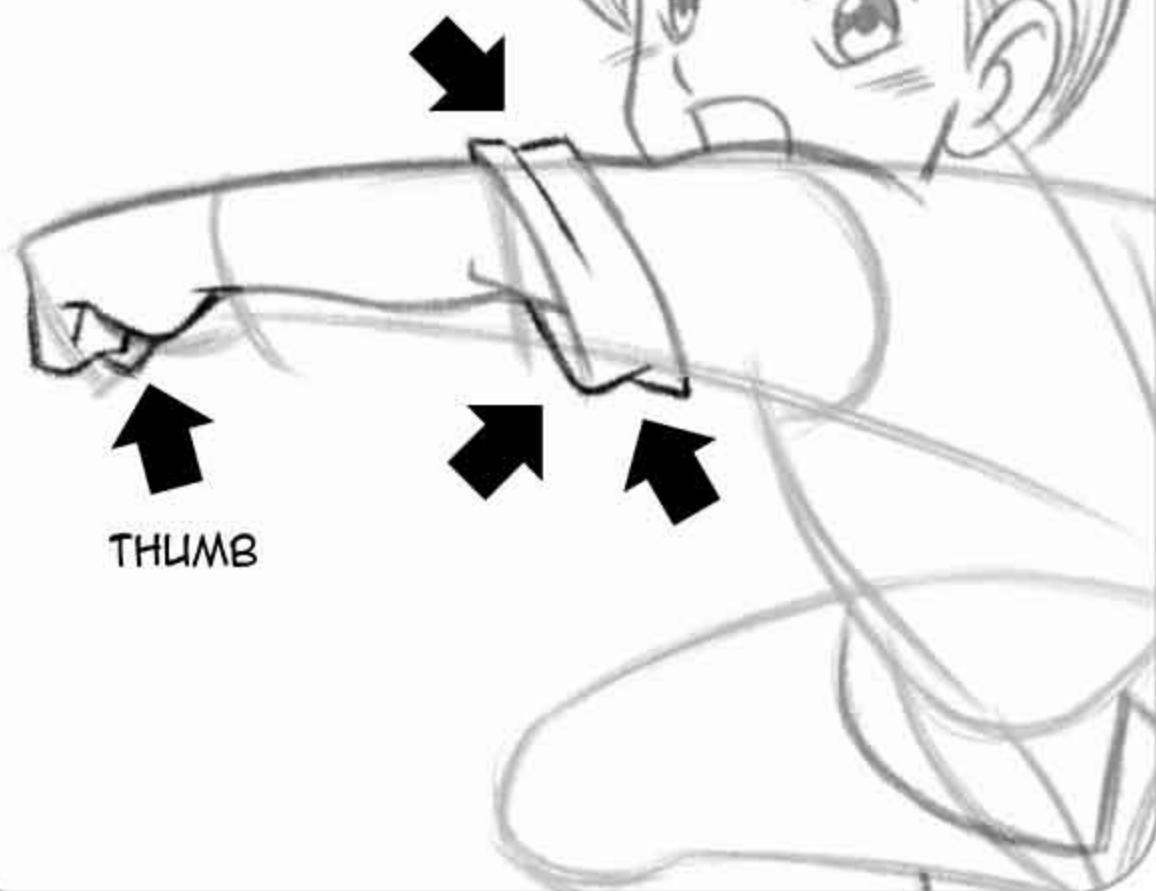
21. Follow this reference to form the right arm.

**21**



22. Form the right fist and then the sleeve afterward.

22



23. Draw the collar, and then draw these corners.



24. Draw the sash and add a fold on the waist.



25. Guide for detailing the other arm.



26. Emphasize the twist through some fold and wrinkles.



27. A rectangle and two curves to form a knot.



**27**



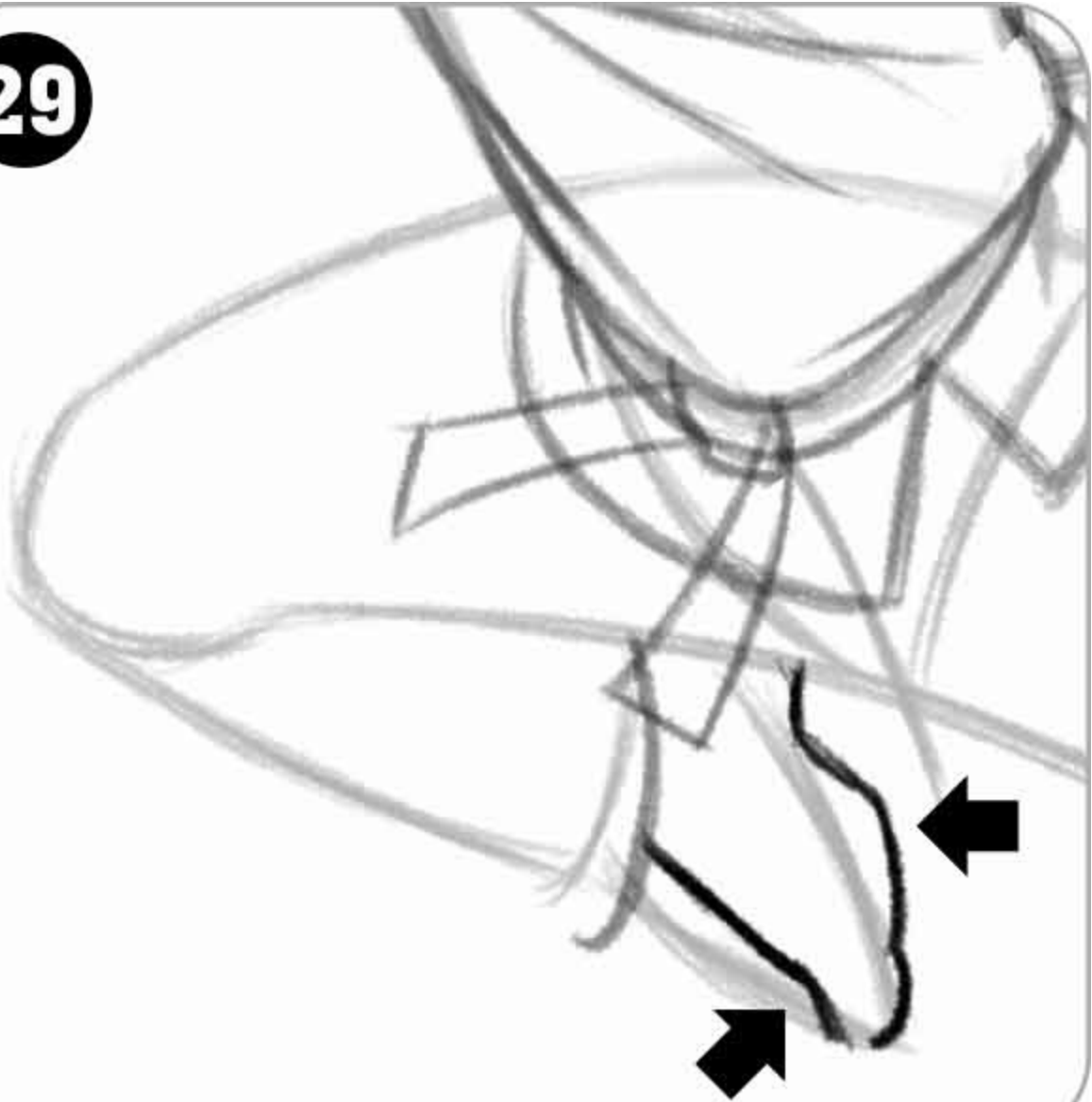
28. Add these lines to finish the shape.

**28**

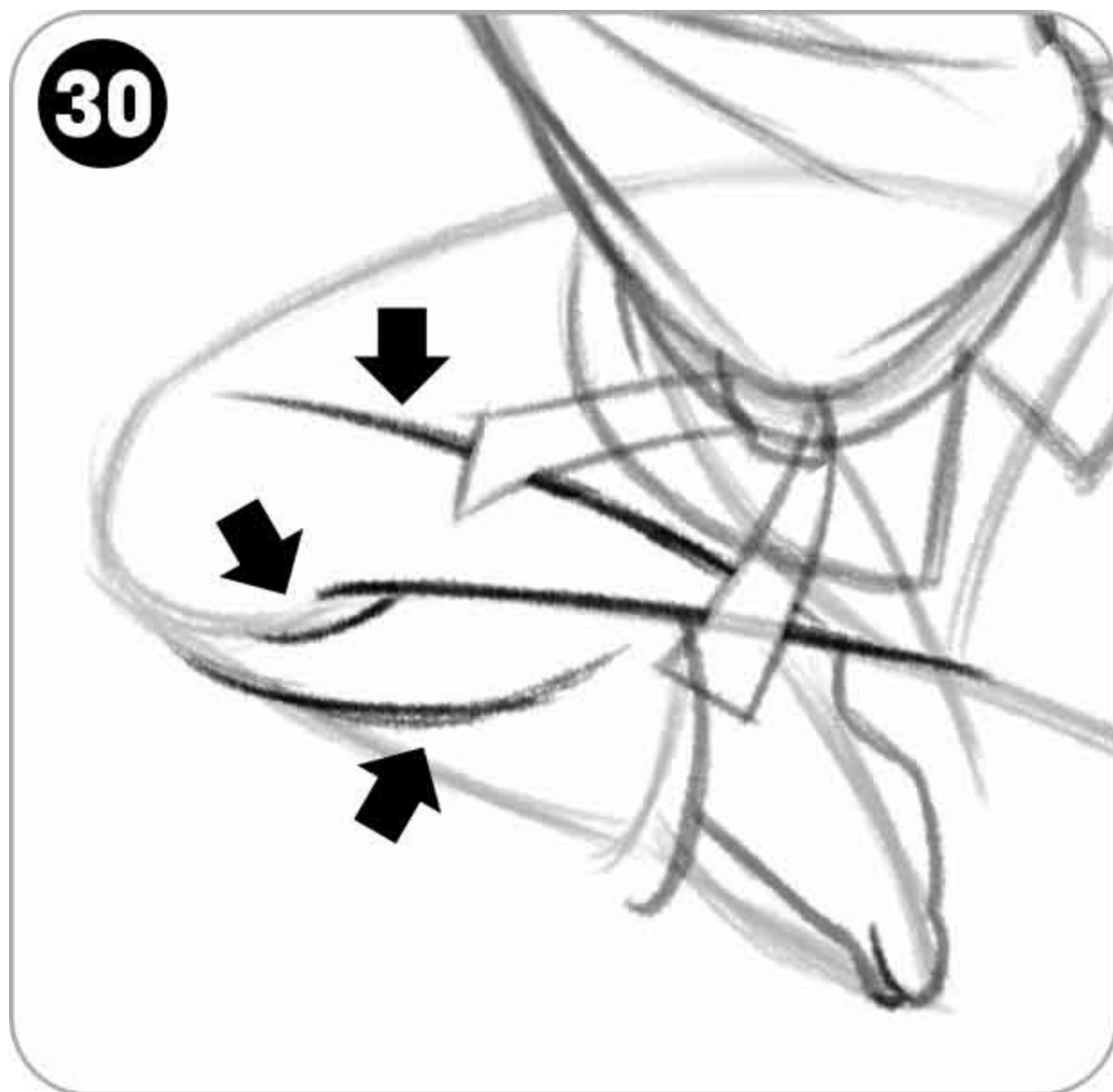


29. Re-shape the right foot by following this reference.

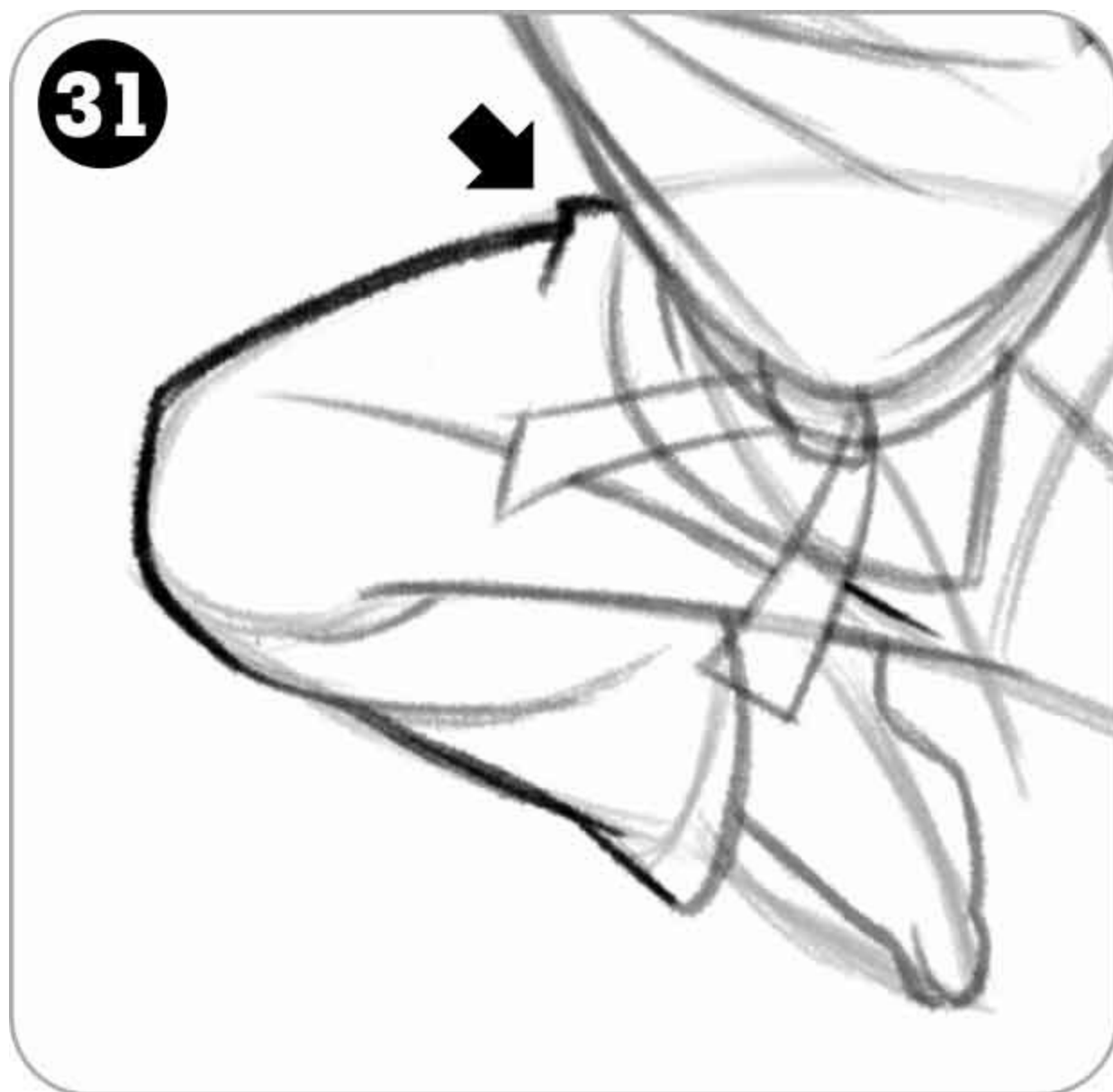
29



30. Draw these curves for details.



31. Render the outer edges afterward.

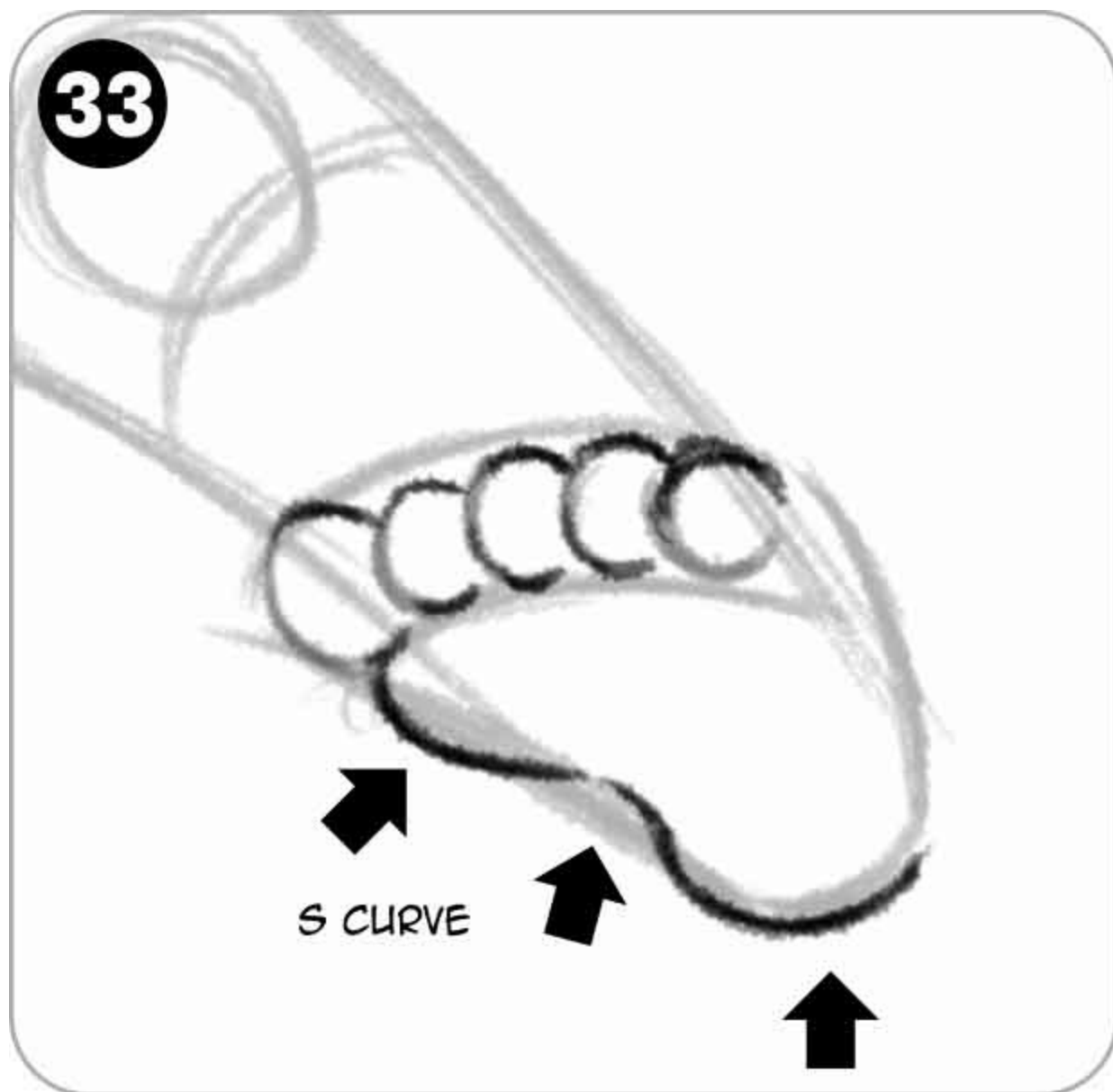


32. Steps to draw the left toes:

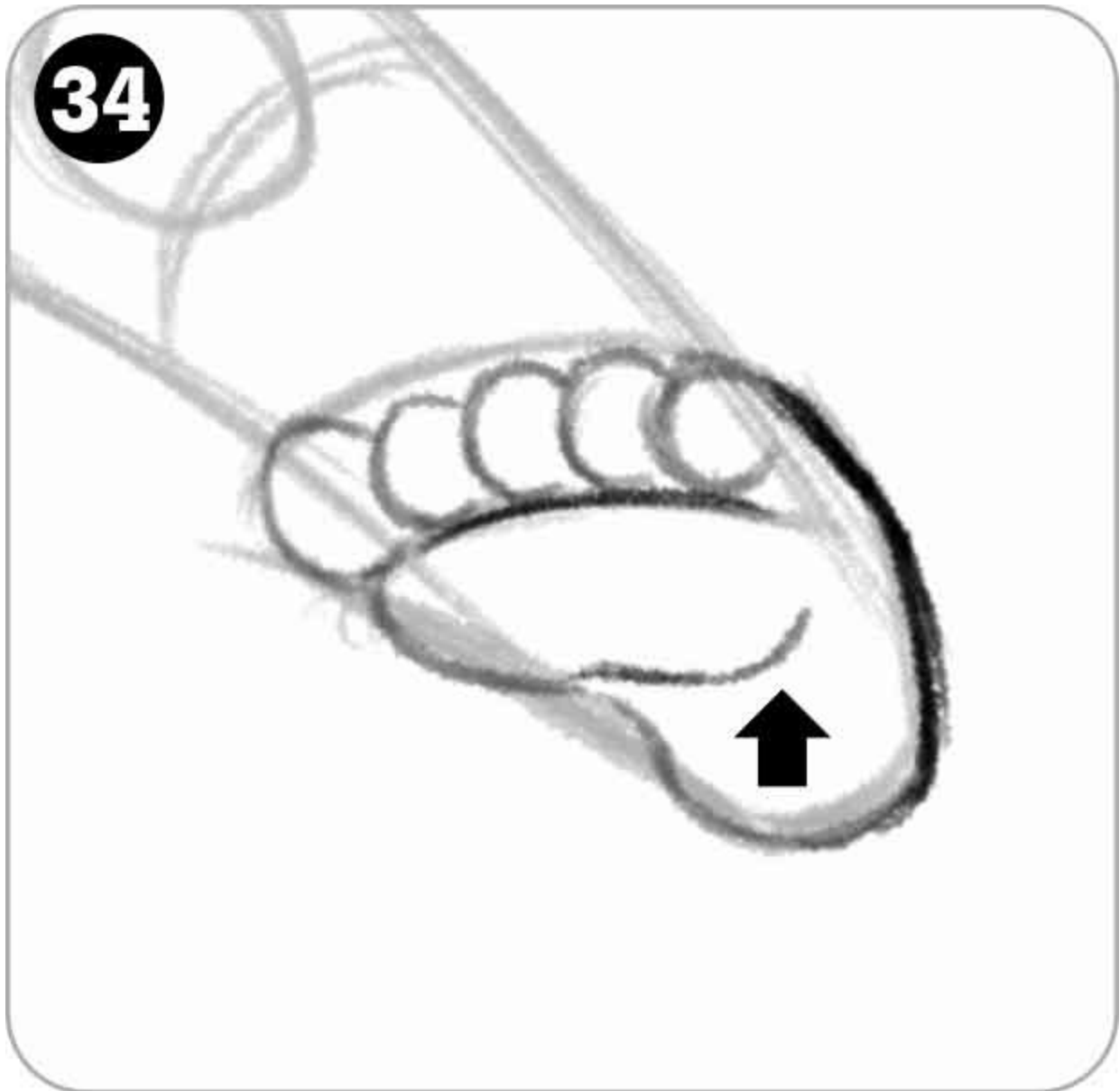
**32**



33. Here's a guide on how to shape the left foot:

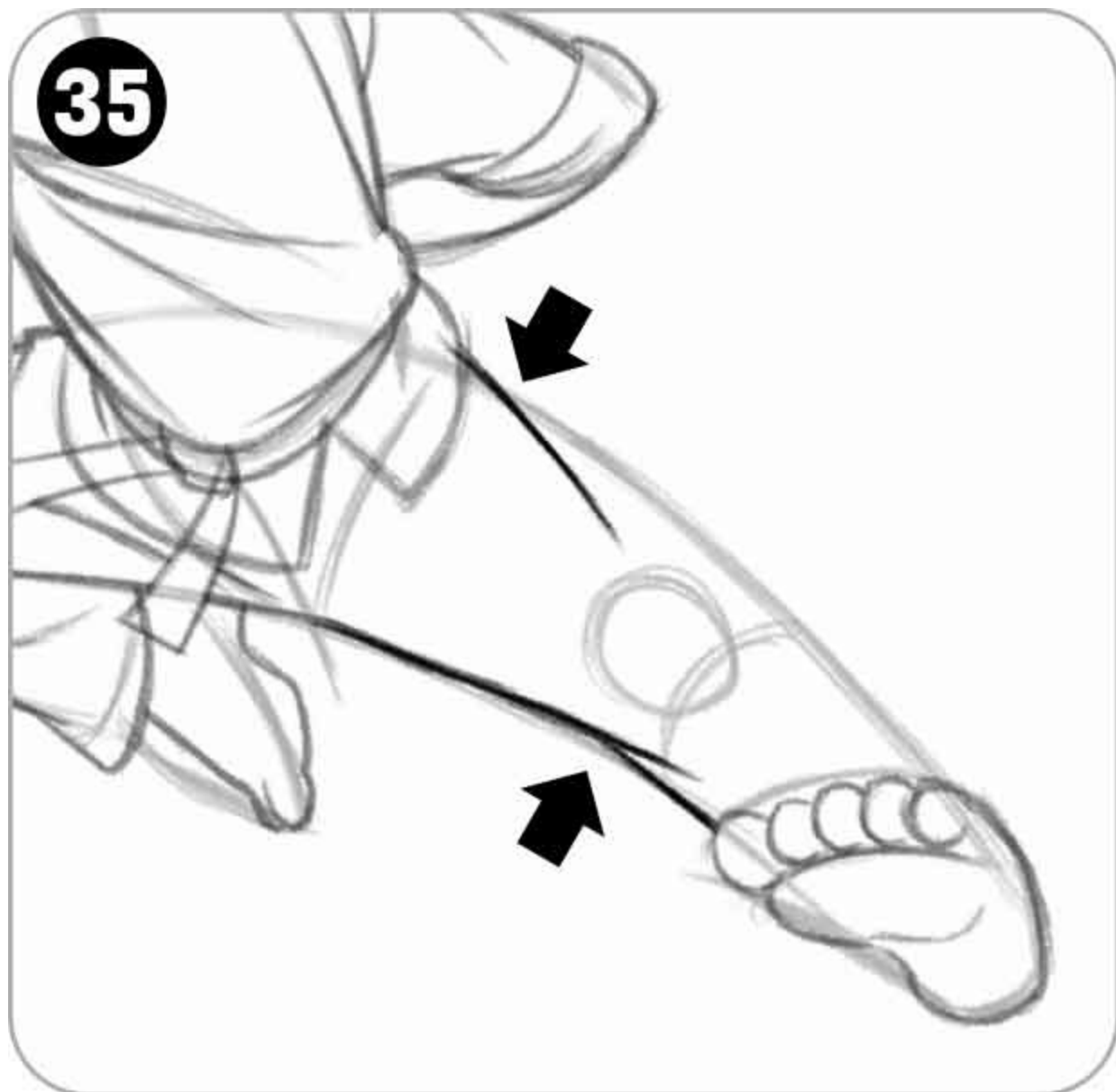


34. The inner part only need a couple of strokes.

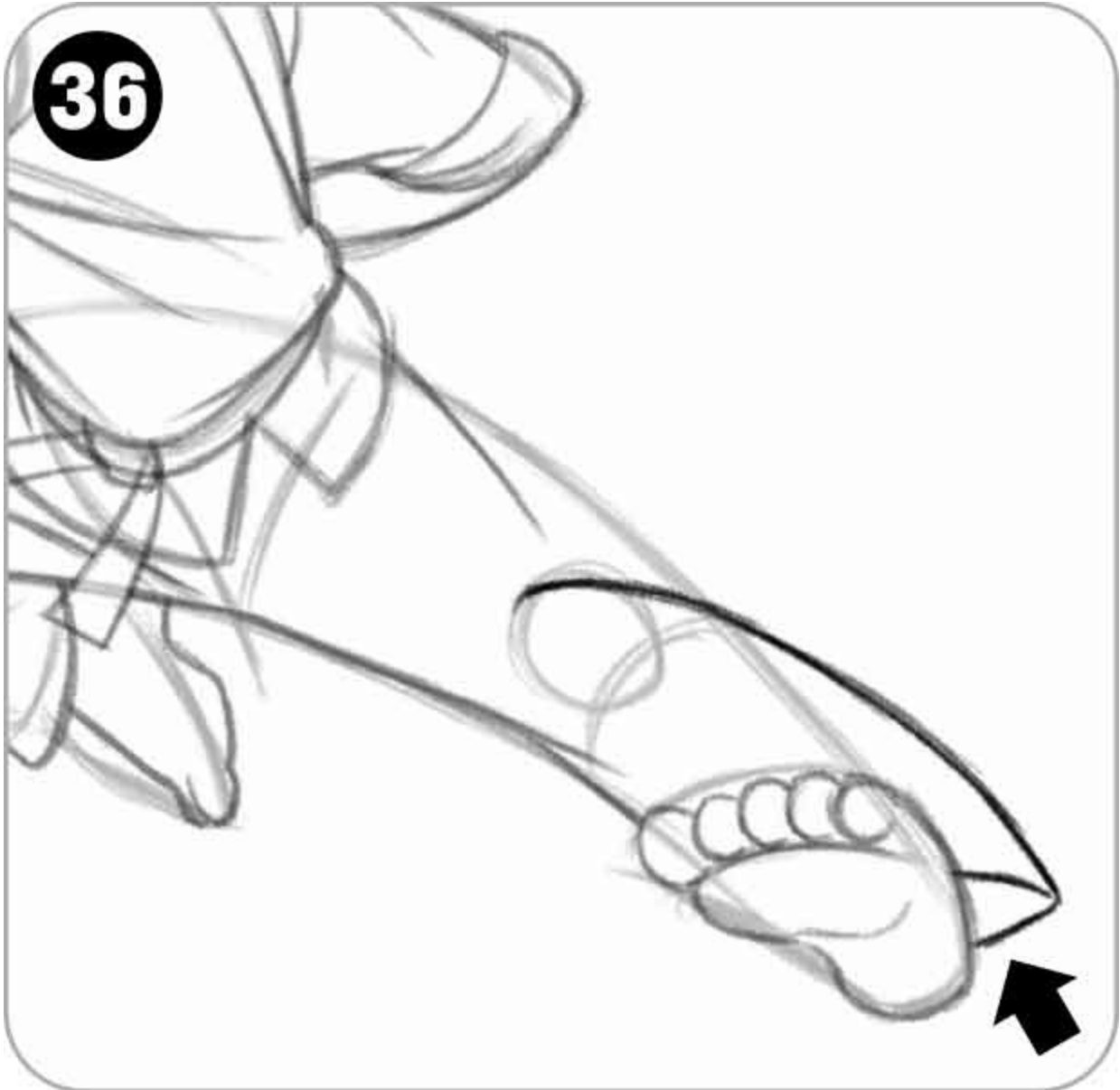


35. Now we can draw the details for the left leg.

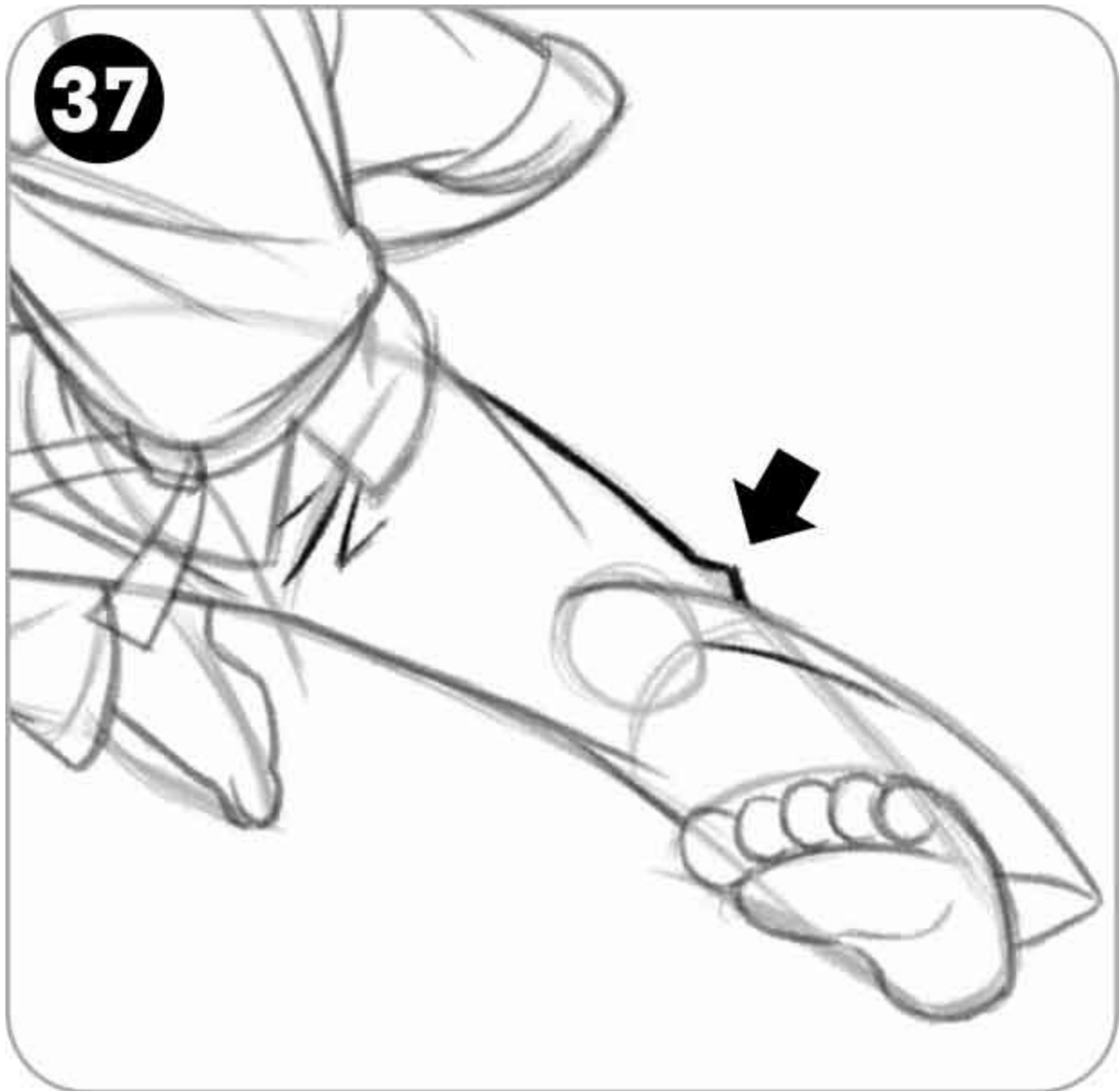




36. Shape the left cuff as follows:



37. Draw these lines to create some folds.



38. Add some shadows on these corners:

**38**



39. The finished result with shadings added. Notice the shadings on his hair.

**39**

**FINISH!**





# ■ TUTORIAL #8:



# SWIMMER

## **WHAT YOU'LL LEARN:**

This last tutorial will show you how to draw a twist pose - which mostly based on the S curve - to determines the flow of a full-body movement.

## **ADDITIONAL HIGHLIGHTS:**

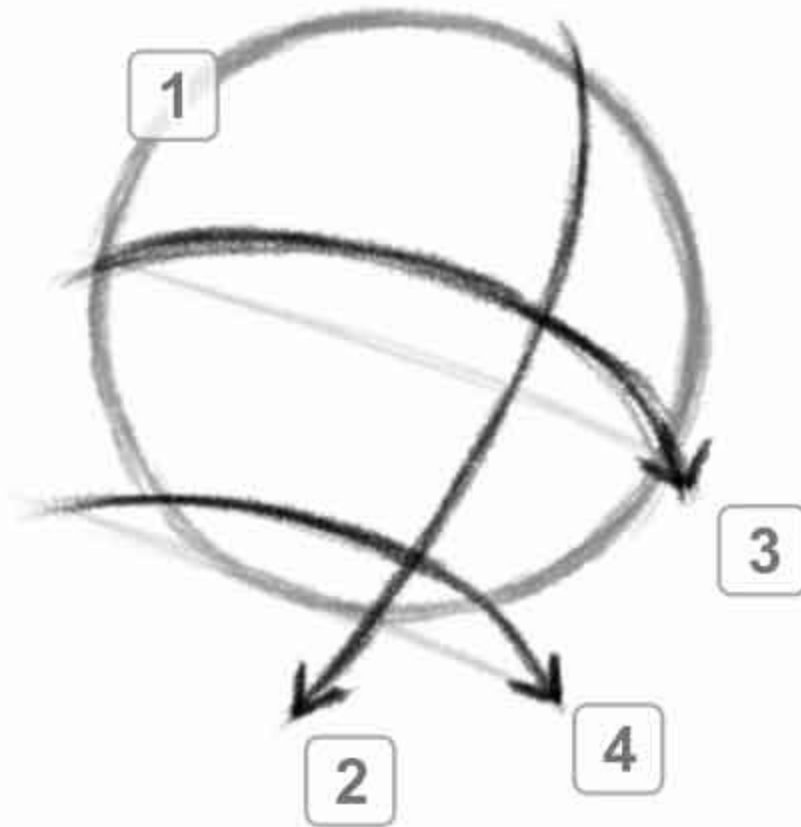
- Wet hairstyle.
- Utilizing block shadings on the swimsuit.

1. Construct the basic shape of the head.



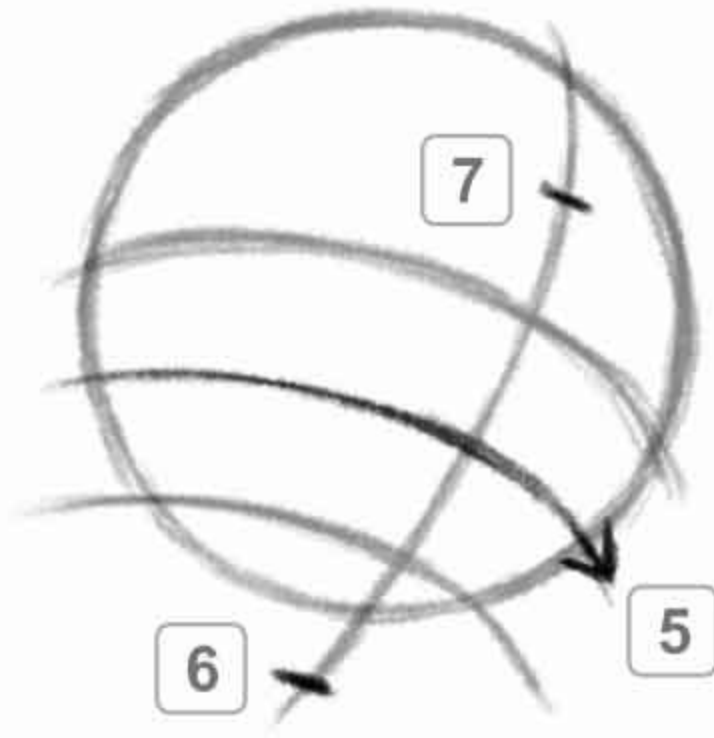
**1**

SINCE THE HEAD IS VIEWED FROM BELOW,  
THE HORIZONTAL AXIS WILL BE CURVY.



2. Find its proportional divisions as shown below:

**2**



MEASURE THE DISTANCE BETWEEN #3 AND #4  
TO FIND LOCATIONS FOR #5 AND #6.

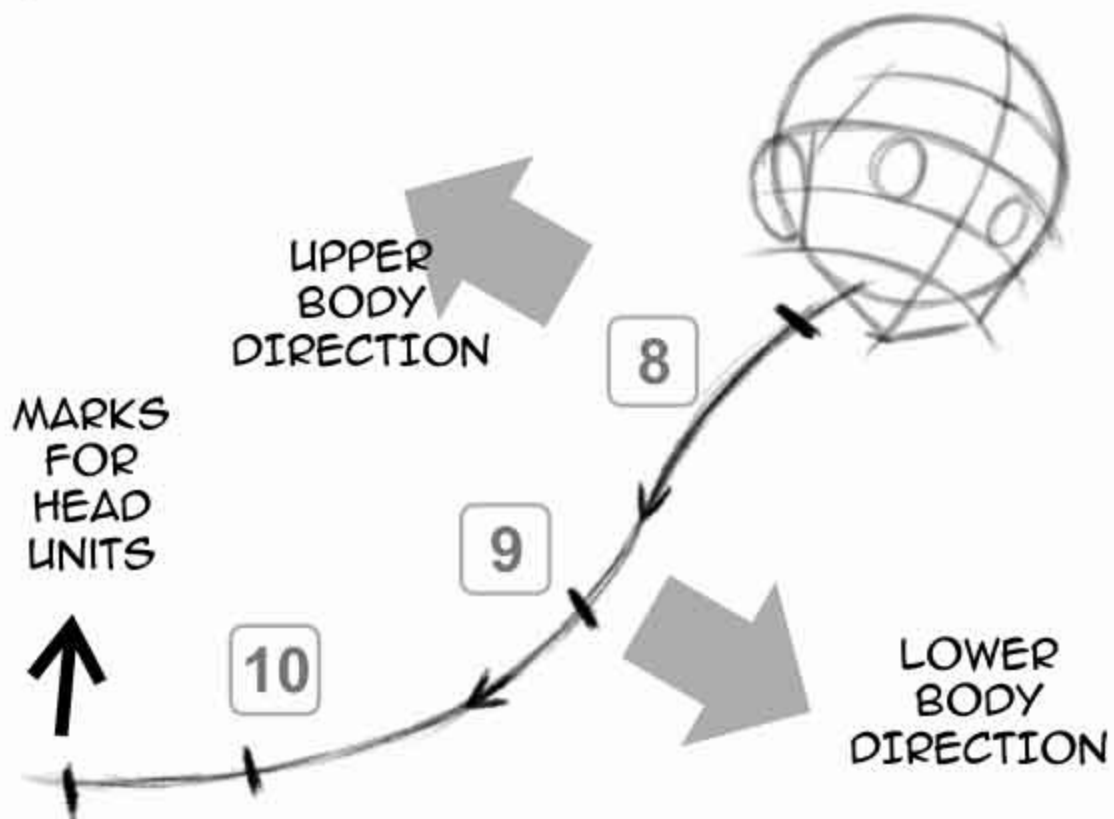
3. Form the rough shape of the face.

**3**



4. Draw a full-body length S curve, measured in head units.

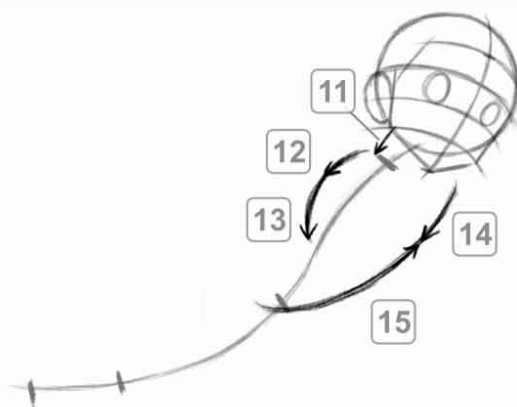
4



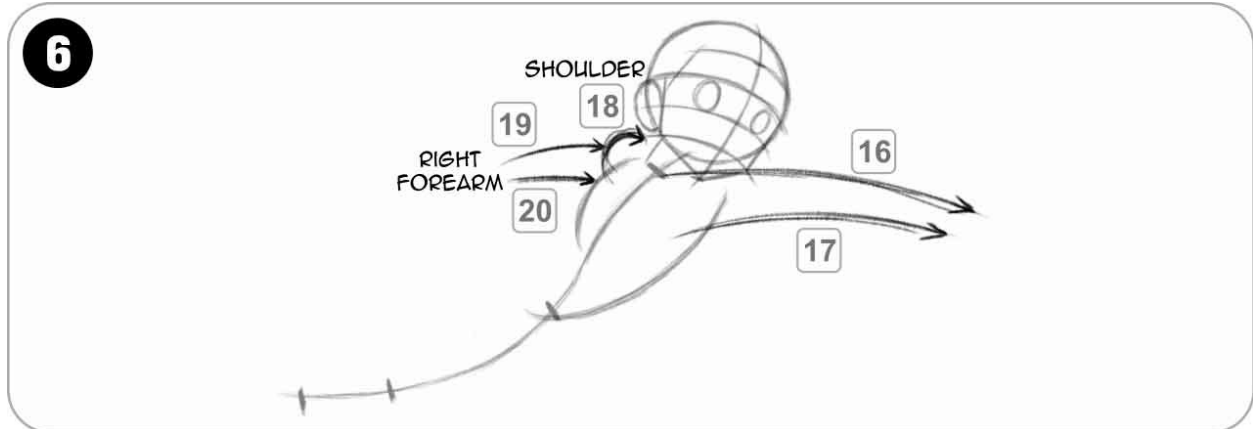
#8: CHEST. #9: HIP. #10: LEGS

5. Begin forming the rough shape of the upper body.

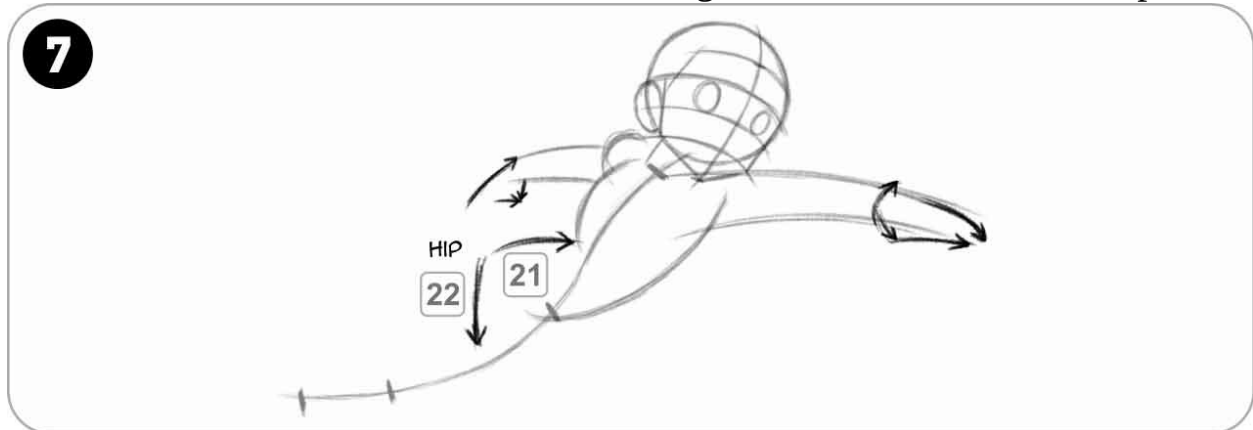
5



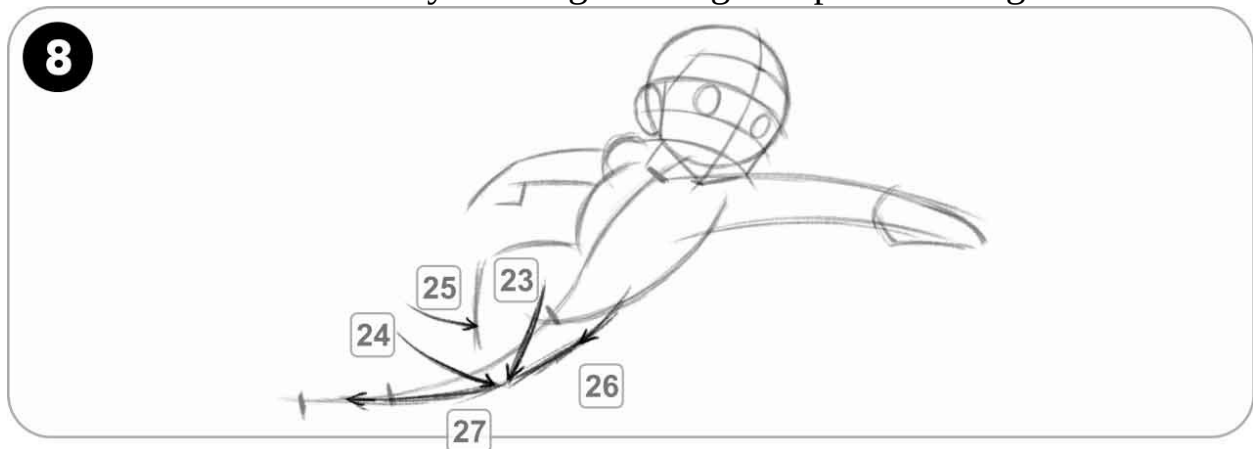
6. Move on to the arms. Notice the differences in their construction forms.



7. Draw the both of the hands as triangles, then continue to the hip.



8. Continue by drawing the rough shape for the legs.



9. Develop them some more, then transform these lines into tubes by adding curves at every joints.

9



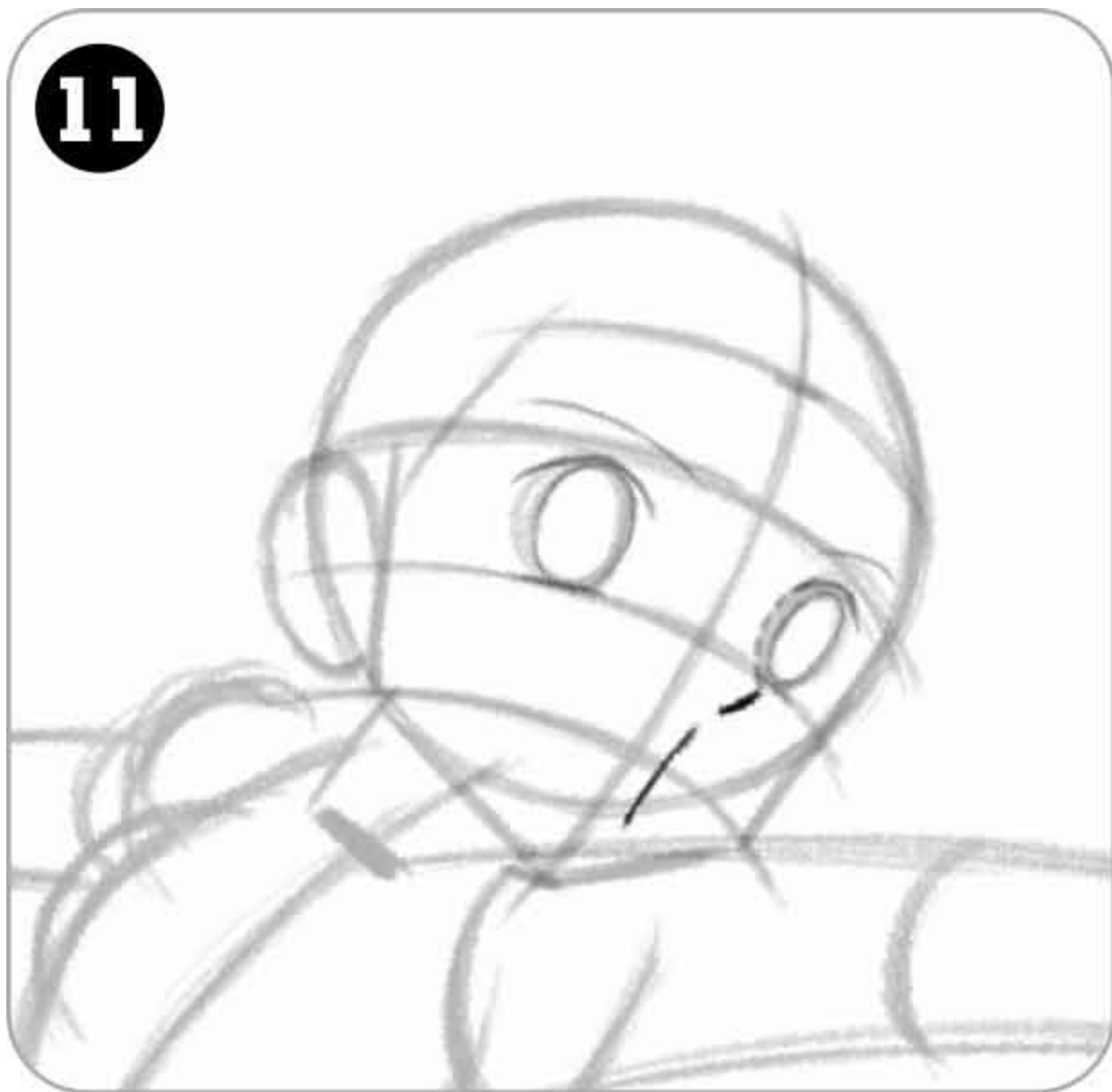
**CONSTRUCTION:**  
**DONE!**

10. Start by shaping the brows and frames of the eye.

10

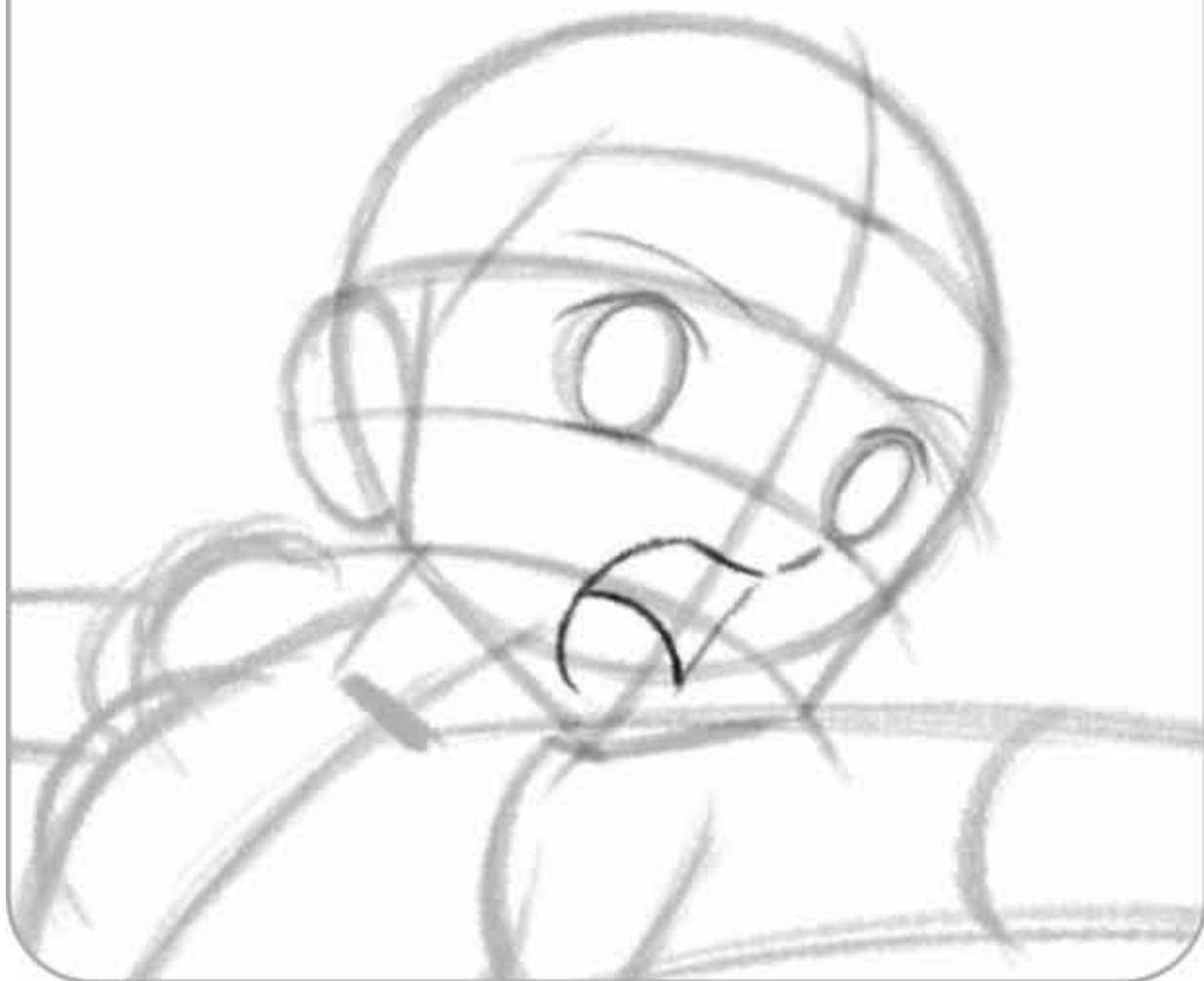


11. Add nose then draw a line for her mouth.



12. Form the mouth like shown below:

**12**



13. Thicken the brows and eyelashes. Add glints to the irises.



**13**



14. Refine the shape of her face.

**14**

FEMALE CHARACTERS HAVE A  
SMOOTH JAW CORNER.



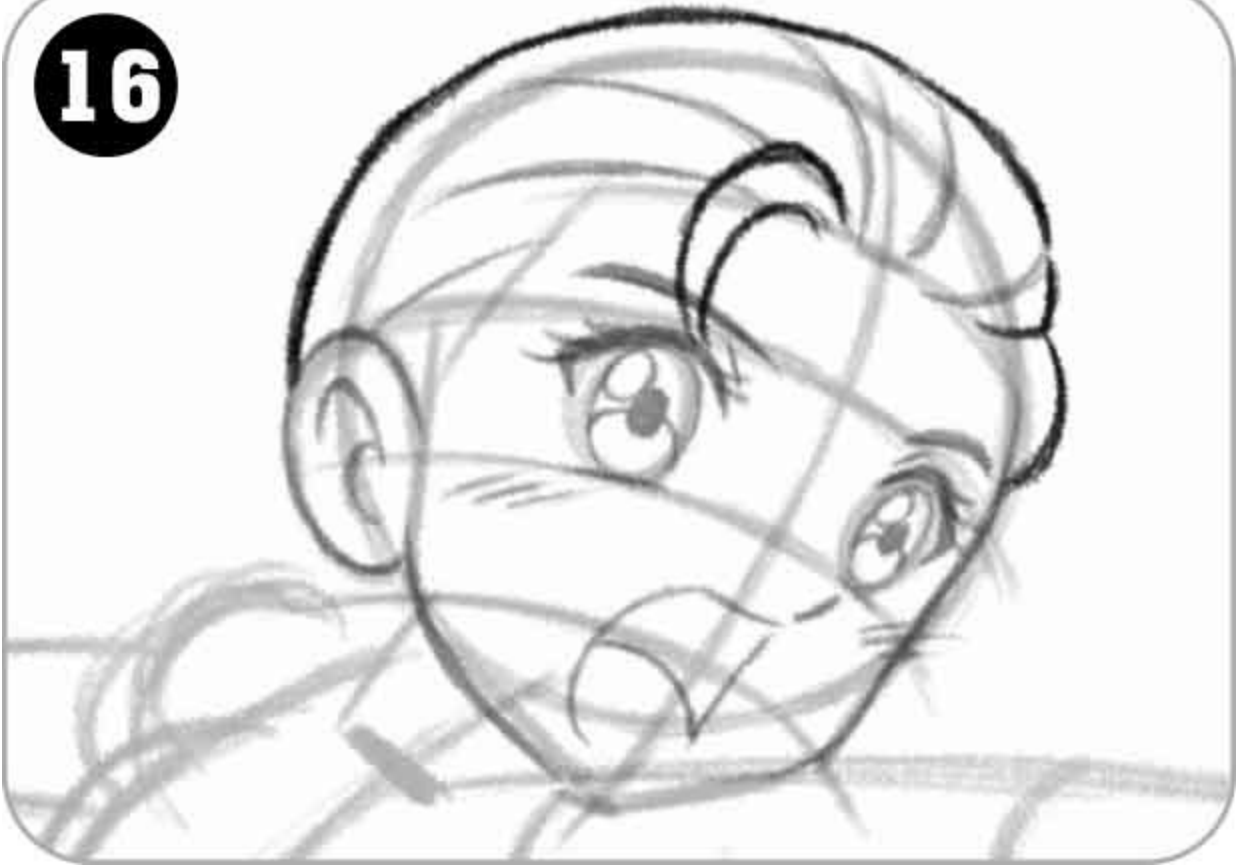
15. Start constructing the general flows of her hair.

**15**

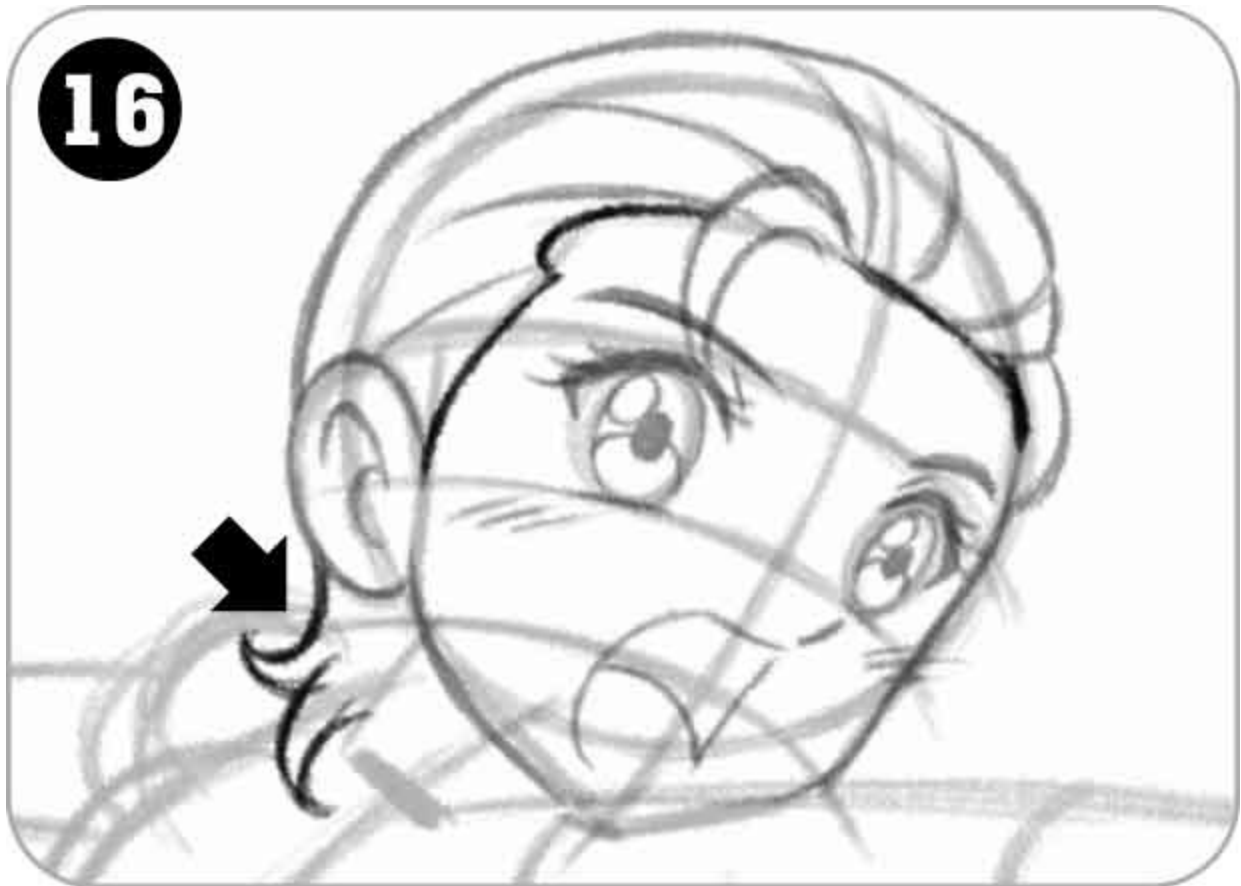


16. Form this edges by “wrapping” the head.

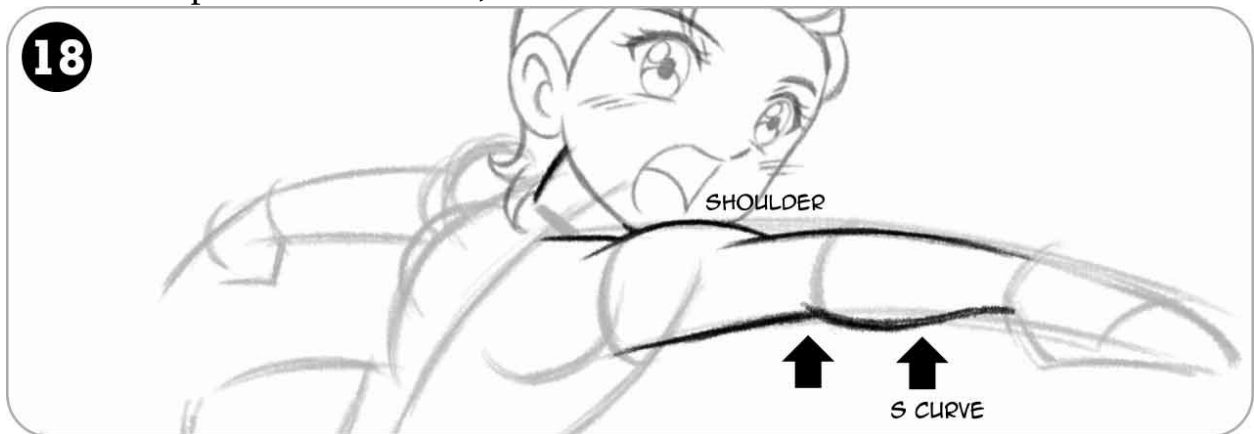
**16**



17. Add some more shapes to finish creating the hair.



18. Clean up the unused lines, then move on to the neck and then the left arm.



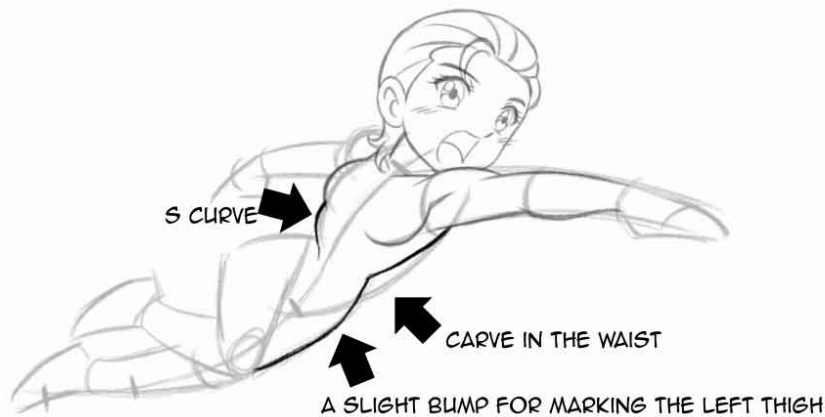
19. Continue to the chest area.

19



20. Refine the general body's shape, focused on the waist.

20



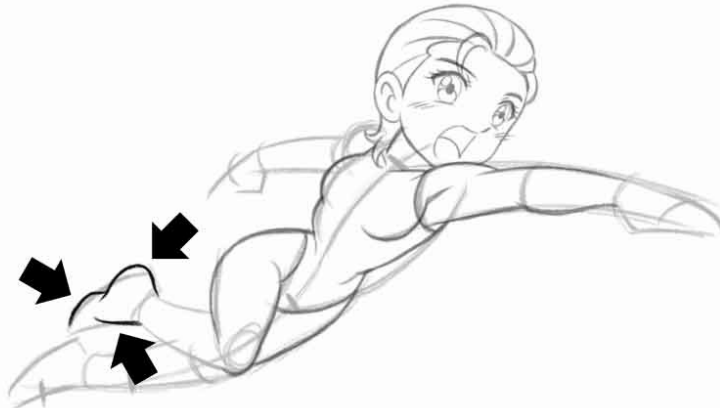
21. Continue refine the drawing by copying the reference below.

21



22. Move on to the right foot. Re-shape the triangles.

**22**



23. Draw the rest of the toes like shown below.

**23**



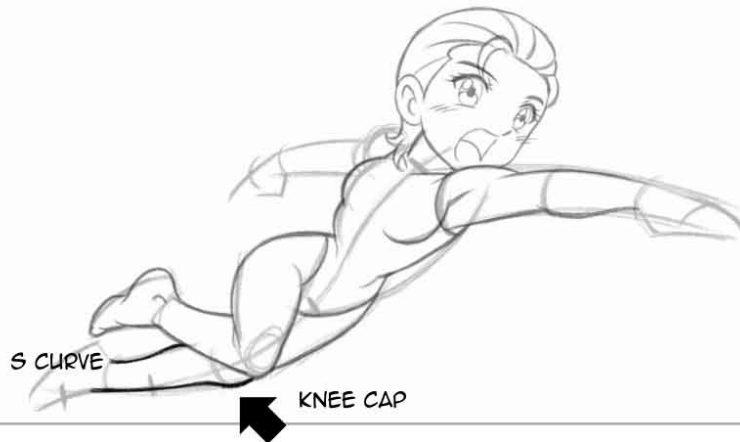
24. Draw an ankle bone, then finish the rest of the lower right leg.

**24**



25. Next is to refine the left lower leg.

25



26. Develop the lower left triangle into a foot. Add an ankle bump afterward.

26



27. On the right arm, re-trace those lines into more appealing curves.

27



28. The hands is another matter. Start by forming the outer edges first.



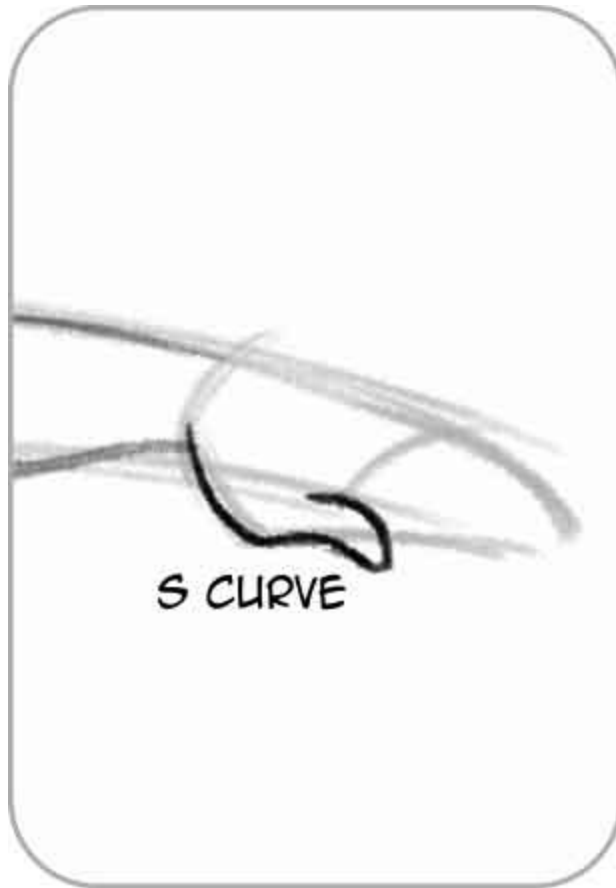
**28**



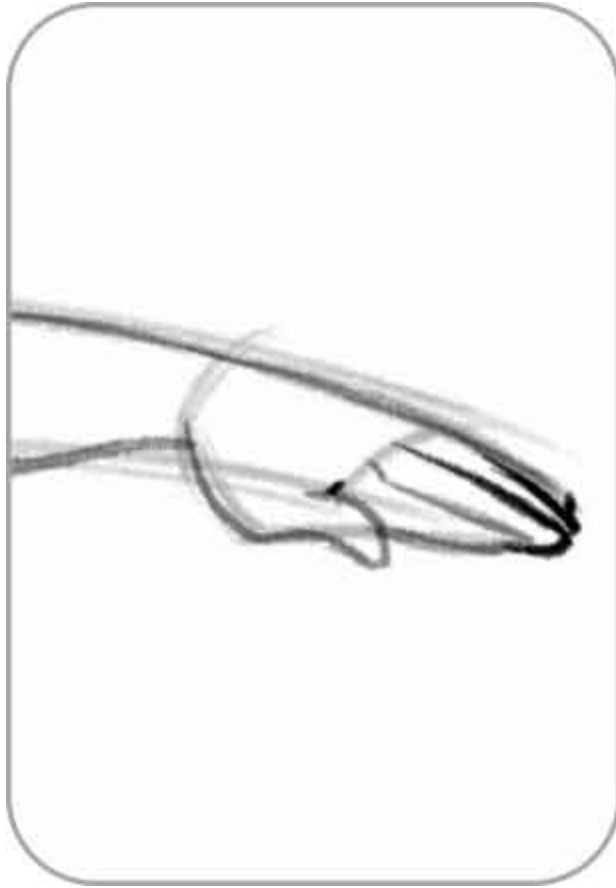
29. Below are the steps to refine both her hands and fingers.

**29**









30. Clean up the now unused construction lines, then add shadows on these corners:

**30**



31. Copy the black areas below in order to make those surfaces more prominent.

31



32. The complete drawing with some light shadings applied.

32

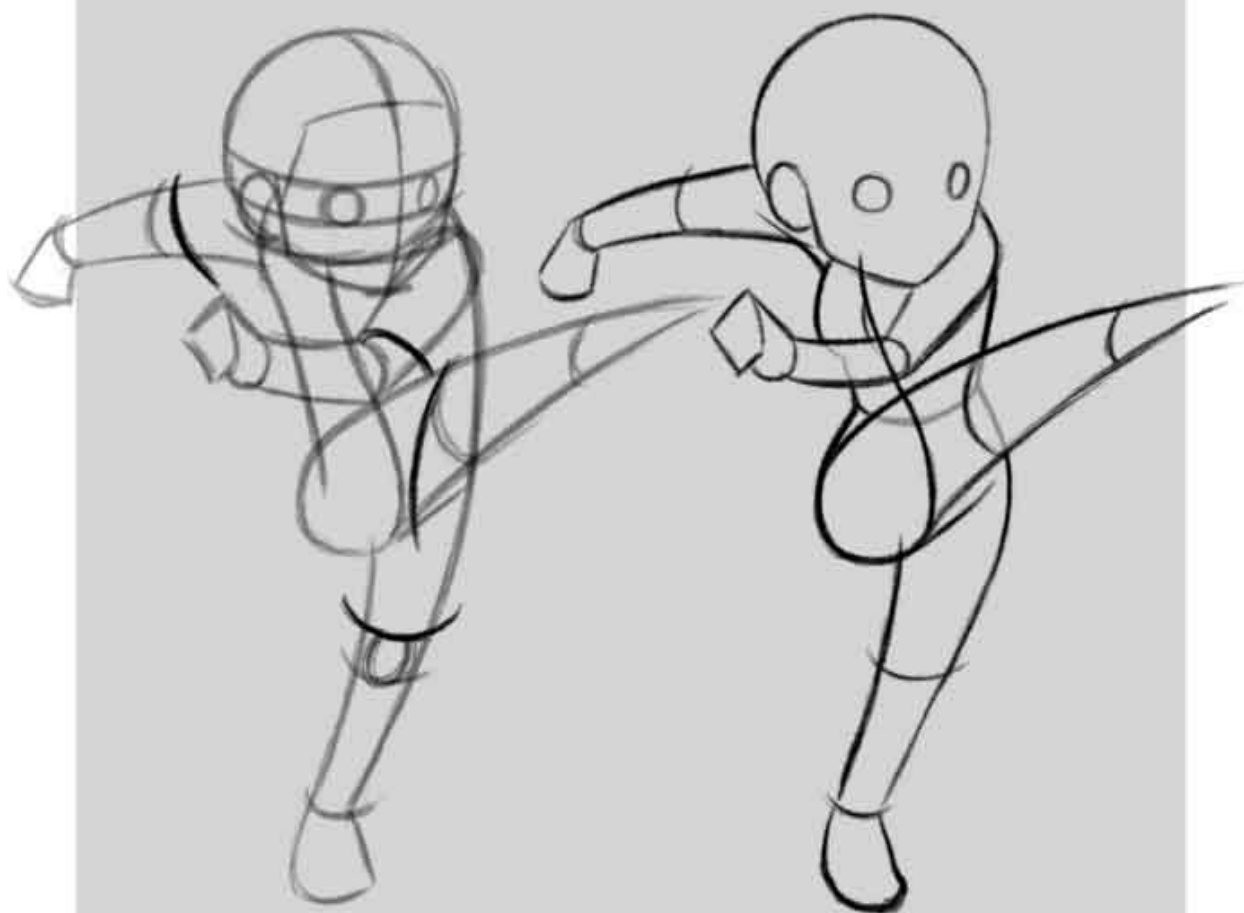


**FINISH!**

# RECYCLING

## **ALL OF THESE EXERCISES DOES NOT STOP HERE**

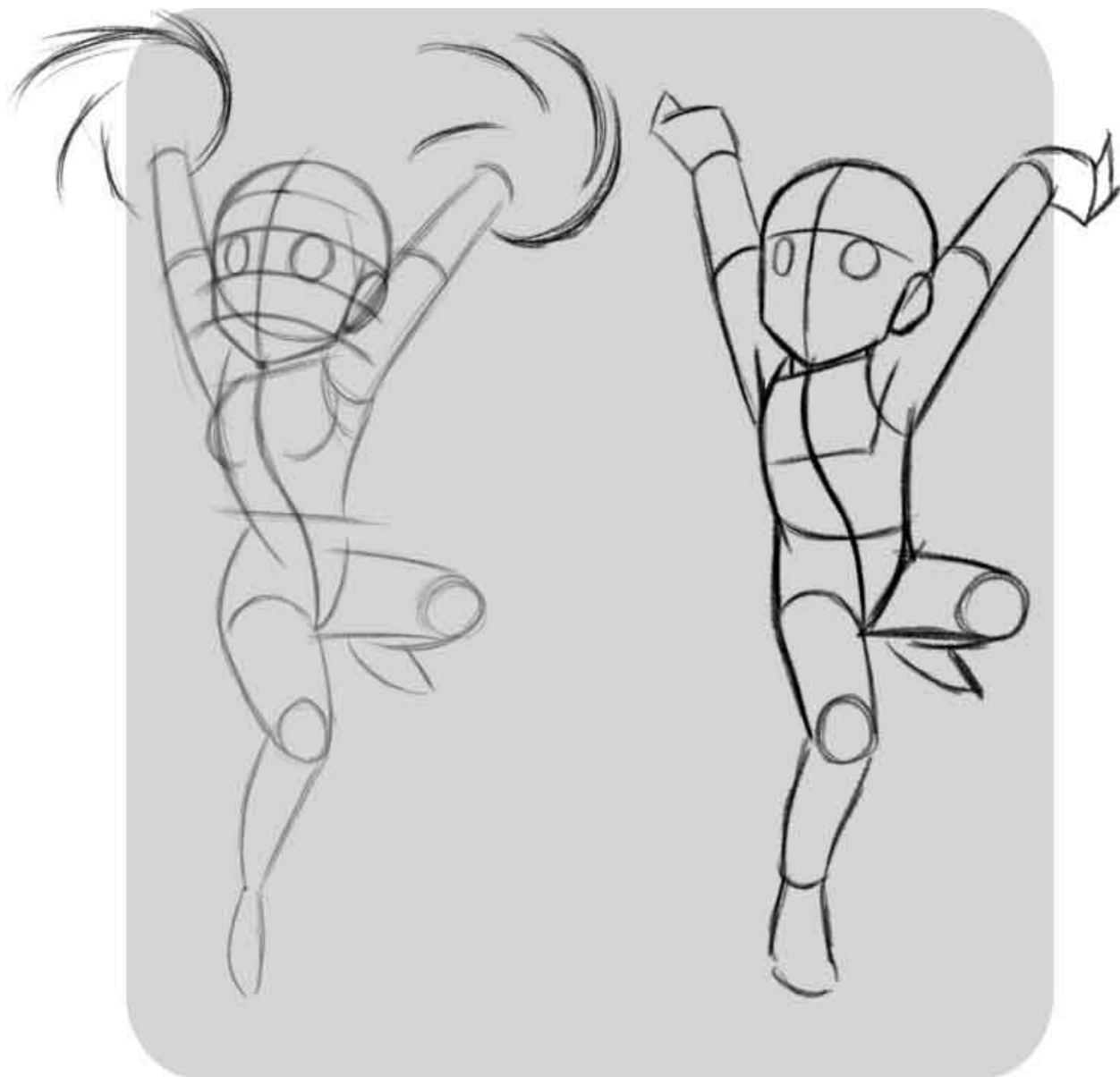
Below are the slightly altered construction drawings where their gender is reversed. You could use them for practice, or as a groundwork to develop your own characters. Refer back to the steps in this book when you need some visual guidance.

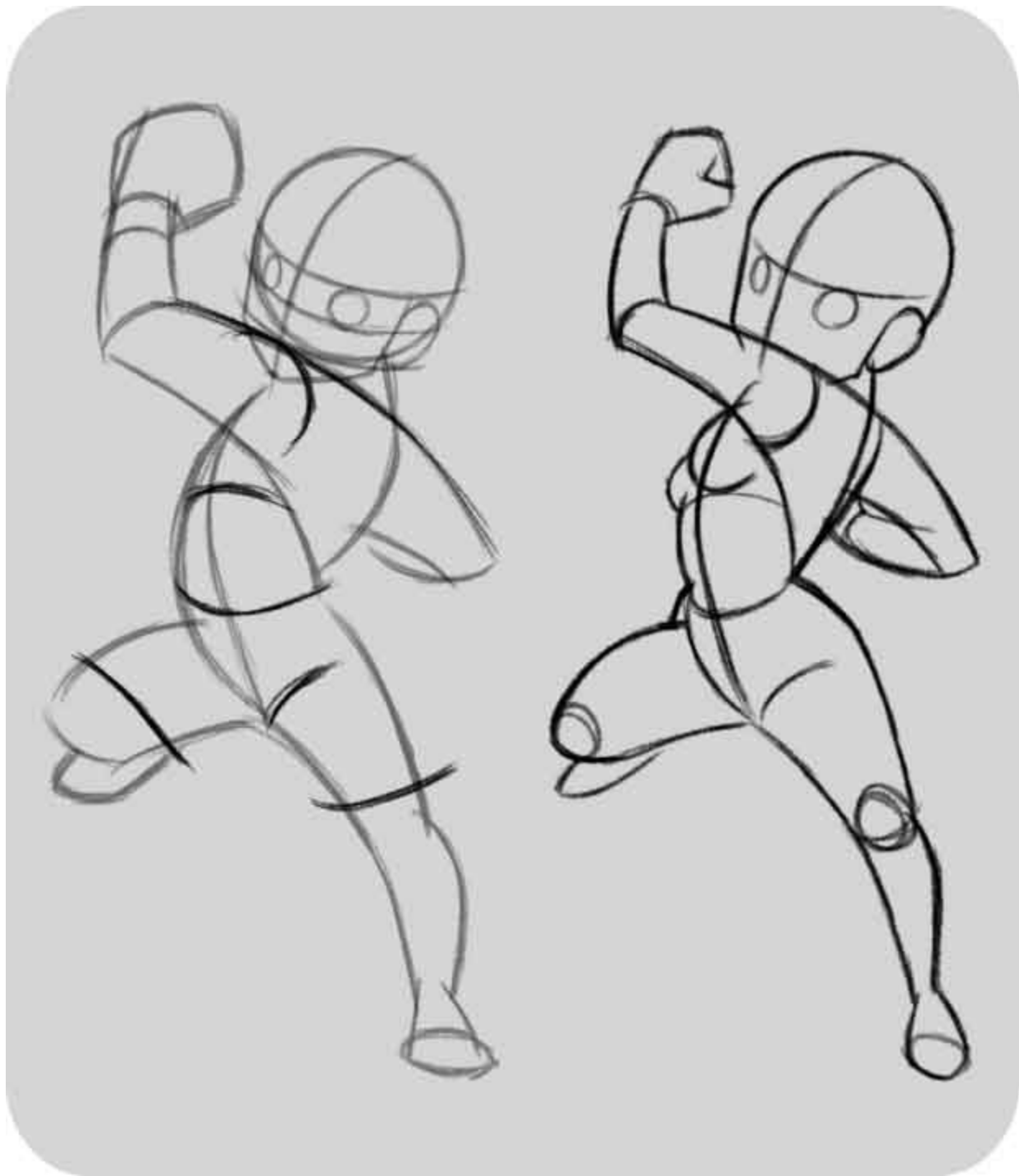




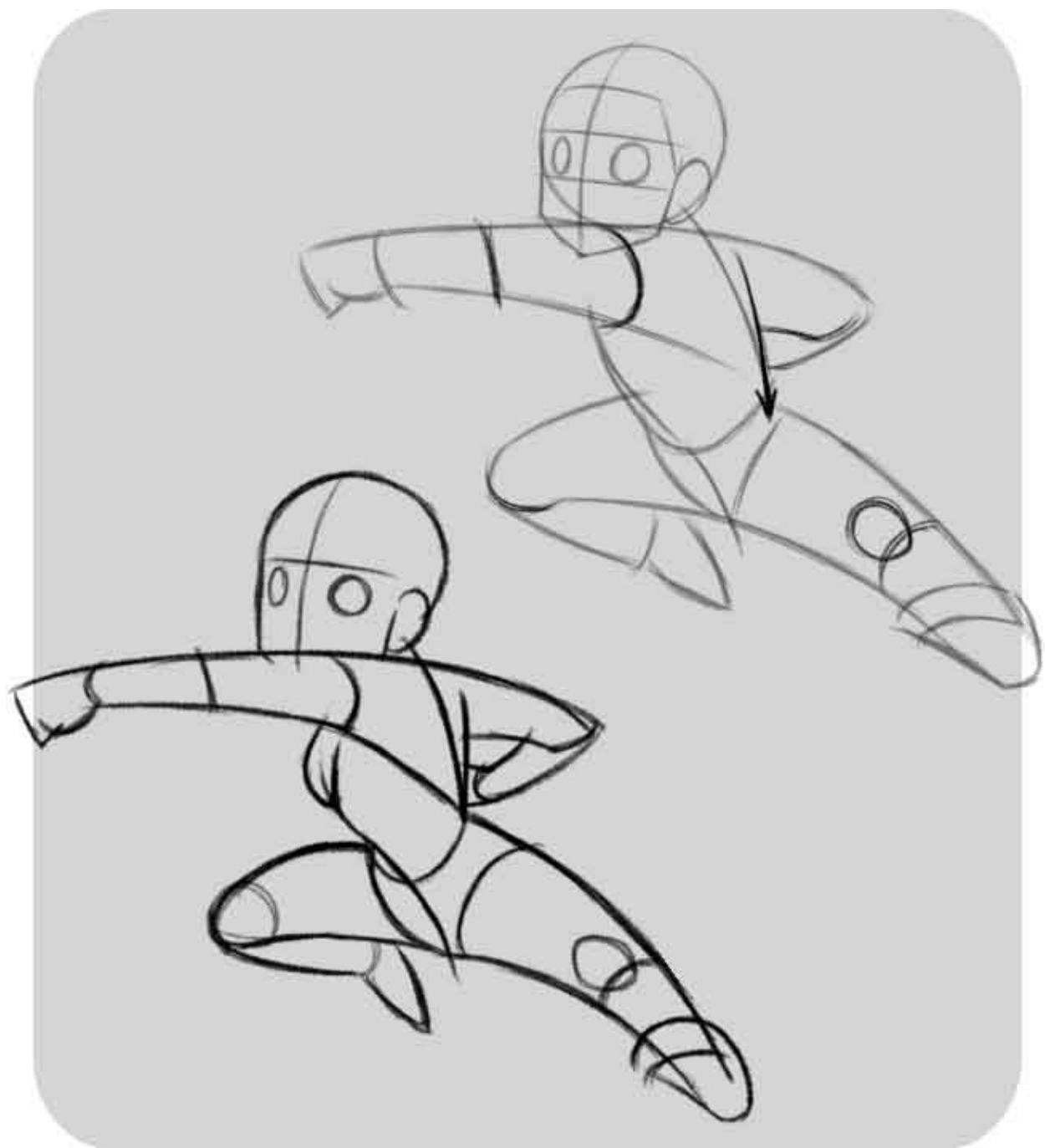


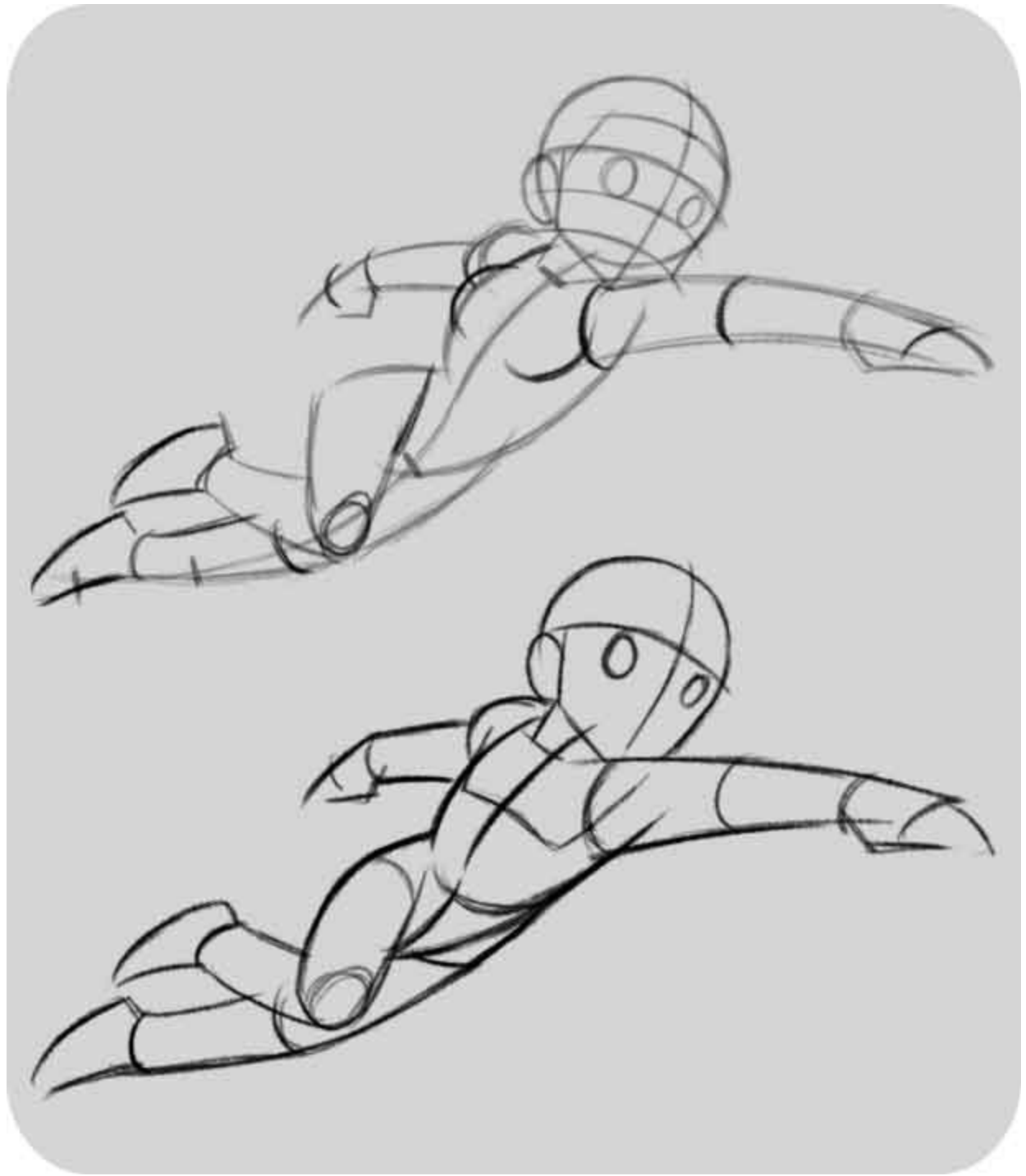












## **YOUR TECHNIQUES ARE GETTING ADVANCED!**

There are many hidden insights in every steps which will be attained by practicing repeatedly. Notice every lines and shapes. Find out their purpose and significance. Try to recreate them from memory once in a while, then test your new discovery while experimenting to create a whole new pose. Good luck and have fun advancing!

どうもありがとうございます

**THANK YOU**  
**VERY MUCH**

for purchasing this ebook.



# About the Author

Born in 1975, Tatsu Maki is the pen name of Tan Tjia Lung, a self-taught illustrator and graphic designer from Bandung, Indonesia.

He used to work as an illustrator / art director in several publishing companies since the early nineties, then goes independent after authoring several books about drawing and illustrations.

You could contact him personally at [tantjialung@gmail.com](mailto:tantjialung@gmail.com)